THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

The magazine with a nice attitude

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VROOMITY-VROOM! NIGEL MANSELL'S GRAND PRIX PREVIEWED INSIDE



THE LEGEND LIVES!

Robin Hood swings on to the Speccy!

This is a jolly nice cover, isn't it Spec-chums? Mind you, it'd look a lot nicer if you couldn't see all this wibble. I tell you what – why don't you ask the newsagent where your Beaut Box has disappeared to? It's got *Turbulence*, *Bored Of The Rings Part 3* and oodles more on it. Beaut, eh? (That's why it's called a Beaut Box, y'see.)

CLOCK THIS!

T	O	M	A	T	O	E	S
I	T	E	H	A	H	S	H
P	I	X	I	E	D	C	A
S	T	I	G	M	A	O	B
H	I	L	L	Y	A	B	B
O	M	A	H	A	M	A	I
P	O	N	E	N	U	R	L
J	L	A	U	N	D	R	Y

Ride on to page 50, brother

Pull up your shorts and hop onto court for Zeppelin's International Basketball ● Dash across to the ring for the Codies' Wrestling Superstars ● Ocean's Super Fighter and Dream Team – it's a spot of compilation mania ● The Bulgulators pay a call on SAM ● The action doesn't let up for a minute! We look back at 1992 and take a jolly peek at '93 ● Our regulars fill their allotted slots with such ease and genius ● Heck, it's a good issue. Hurrah!

Pull your tights up!

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CONTENTS F

Good evening and welcome to another edition of... Oh, hello! I was just practising my audition speech for Blue Peter. I've heard that Blue Peter presenters get a discount at Pets R Us and I'd love a new carpet for my penthouse deluxe suite... *(Sorry readers, Linda's still feeling a bit dizzy after the festive period and she needs a good biff on the head now and then to bring her back down to earth. Thwack! Jonathan)* ...What am I doing here? Ah, it's you lot. Good! Well, Christmas, eh? What can I say except, I hope it was as good for you as it was for me. The only thing wrong with the whole period was that it went far too quickly. I didn't have the time, or the stomach capacity, to eat a quarter of the things my mum put in front of me! This meant that I wasn't quite as dozy as other members of my family, so I wiped the floor with the lot of them when we played the traditional Boxing Day round of Game Of Life. I had a spouse and two kids long before the rest of them had got their first job! Yes, 1992 was good but 1993's going to be fab – so sit back and enjoy the ish!

Lots of love,

Linda ❀

ISSUE 86 / Feb 93

YOUR SINCLAIR BEAUT BOX



I never knew there was so much in it!



TURBULENCE: COMPLETE GAME!



BORED OF THE RINGS PART THREE COMPLETE GAME!



HEXCELLENT READER GAME!

PLUS! A DEEPLY PHILOSOPHICAL *PRINT UTILITY*, AN ACE *PD DEMO* AND AN EXCLUSIVE *SAM GAME*. SMART, EH?

TURN UP YOUR TREWS AND GO TO PAGE 4

14 *COPS AND ROBBERS!*

He's lean, he's mean, his tights are green and he's riding through our glen! In CodeMasters' brand-new platformer, the most famously warmhearted thief in the world has to rescue his gal from the depths of a heavily-guarded castle – with the YS team tottering behind every step of the way. Join Linda of Nottingham and her band of reasonably merry men as they cross swords and swash buckles with *Robin Hood – Legend Quest*. Yoicks and away!

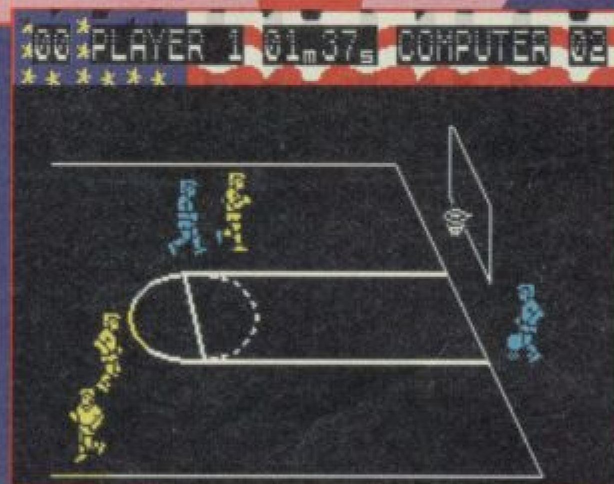


NEXT ISSUE ON SA

EBRUARY • 86

BY JINGO, IT'S THE GAMES SECTION!

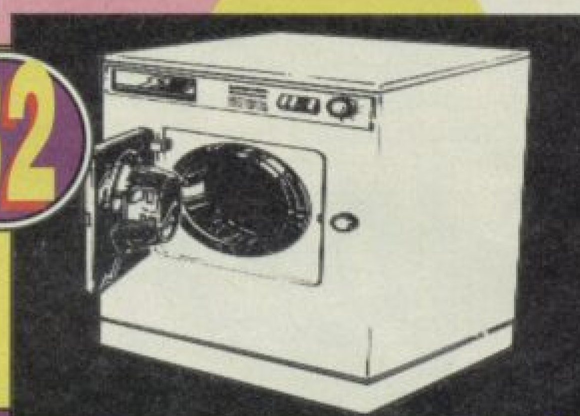
REVIEWS





THE REGULARS

32



Steve's Programming Launderette (with extra spin cycle)

Special techy guest this month is Simon N Goodwin, a man with a big bag of washing and a game listing!

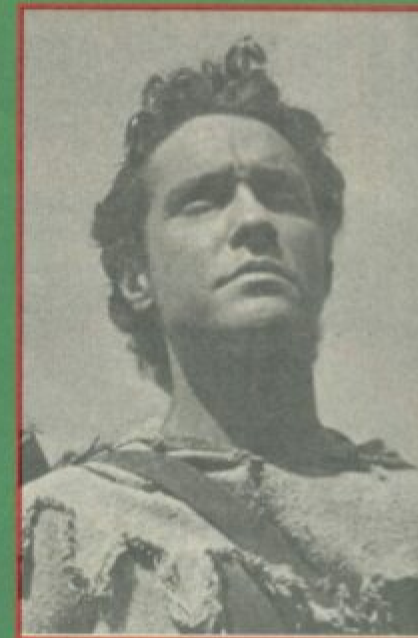
12

1992

That Was The Year That Was

The YS team glance over their shoulders at 1992. They pick out the fantastic bits, the crap bits and ignore all the in-betweeny bits.

LE FEBRUARY 2ND



Who? Linda Barker ● As? Richard Todd as Robin Hood ● Why? He's an all-singing, all-dancing kinda chap. Just how I like them. Ahem.



Who? Andy Ounsted ● As? Errol Flynn as Robin Hood ● Why? Well, he was a bit of a lad, wasn't he. Have you ever heard any of those stories about him and David Niven? What a pair!



Who? Jonathan Nash ● As? Basil Rathbone as Sir Guy of Gisborne ● Why? Because he really knew how to handle a sword. He was a consummate swordsman.



BEAUT BOX

Magnificent? Pah! The YS covertape is blimmin' well beaut. And just to prove it, cast your eyes over three games, a smashing utility, a three-part PD demo and a brand-new SAM game. Corking!



Tougher than a stale Mancunian! TURBULENCE is just over there!

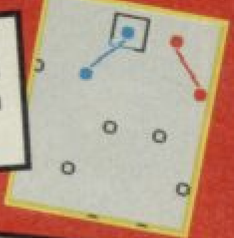
Turn to page five to hear the jolly wise words of the AUTOMATIC MUSE!





BORED OF THE RINGS draws to a close on page six.

Make those connections with HEXCELLENT, on page six.





MADHOUSE goes, erm, mad on page seven.

Get cross with KREUZEN, on page seven as well. Spook!





And Jonty goes a-POKEing on that very page too!

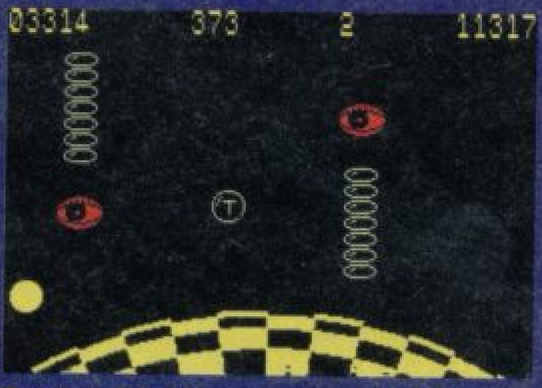
TURBULENCE



Beyond Belief

COMPLETE UNRELEASED GAME

Okay. What's the hardest game you can think of? Most probably last month's *Guardian 2* – all that pixel-perfect movement, advanced strategy and a huge number of keys to boot. If you've been with the Speccy a while longer you might even vote for games like *Lunar Jetman*, *Lode Runner* or *TLL* (after Level Two). The privileged few who've actually seen the blessed thing would undoubtedly make a case for *Astroball*, and in doing so they'd earn themselves a pat on the back for feeding us a neat link line into *Turbulence*. *Turbulence*, y'see, is extremely difficult. It's also the sequel to *Astroball*. Sort of. Actually, to make things easier, let's say it is.



Turbulence suffers from an identity crisis. When it asks you for the level code, type in 'WHO AM I'. You'll now get a free game of *Breakout*.

It's quite a while since we had a completely original game to describe, so listen up. The screen shows two balls – the small, polished form of Astroball herself and part of an enormous chequered planet. Astroball can bounce freely about the place, but the planet can only be spun left or right. You don't control Astroball. That would be far too easy. In fact, you control the planet. By rotating it left or right, or decreasing the gravity by holding down the fire key, you can make Astroball leap around. (The idea of the game is to collect all the diamonds on each level, but let's get the jumping about bit straight first.) Now, the gravitational field of the planet extends to the top of the game screen, as these things tend to do, so by spinning the planet while Astroball is in mid-air, you can still control her flight. The only thing you can't do easily is decrease her height. You see, by



Hello! I wonder if you could help me? I was just chasing this odd man wearing a black jacket when all of a sudden I found myself here. Pretty strange, eh? Oh well.

pressing (and holding) fire you cause Astroball to jump higher with each successive bounce. Tragically, to reverse the effect you have to let go of the fire button and let her naturally settle, which takes a mite longer.

But that's not all! Drum this vital fact into your nervous system – to make the planet rotate you have to move the joystick in the *opposite direction*. (Physics, eh?) Plus! The direction the planet's going in when Astroball hits it will influence the direction of rebound. (If you imagine a game of *Breakout*, with the planet as the bat, that should help.) Phew.

And so to the object of the game. Scattered around each of the twenty(ish) levels (we think – nobody's got past number six yet) are a number of glittery diamonds. You'll need 'em all to finish the screen. The first level is merely unfeasibly difficult – take the first couple of games to acquaint yourself with the control method. Then, when you start playing in earnest, watch out for two things. One – those huge spike walls aren't impassable (big hint), and two – every little thing on the level, apart from the diamonds and the planet, will kill you on impact. Pretty harsh odds by anyone's standards, but there you are.

Now it's quite probable most of you will have one go of *Turbulence*, get nowhere and give up. That's fine. But folks who like their games in a slightly tougher flavour should persevere – like the fine games of yore, conquering the controls is half the fun. And for the whingers – count yourself lucky you've got nine lives, matey. Before we tickled the code, you were expected to complete the entire game with a titchily mere three. So there. Nyah, and so on.

CONTROLS

Joystick or keyboard
Z – left, X – right, K – fire

AUTOMATIC MUSE

Garry Rowland

PD UTILITY

The *Automatic Muse* is an electric poet program that includes a fabulous proportional printing routine. Proportional printing, for the less desktop publish-y inclined among you, is a way of printing where each letter takes up a space proportional to its width (unlike the Speccy, where all the characters are the same size). So an 'i' takes up less room than a 'm' and so on. Cunning, eh? Garry's routines gives you proportional printing without the hassle (believe you me, writing a full-blown proportional printing routine is a big hassle. I spent a year writing one that turned out to be coincidentally similar to Design Design's you know. That's not all – I also wrote Virgin's backwards loader three years after they first used it, had a teletext loader that used more memory than the program it was loading (as well as looking exactly like one written three years previously) and dashed together a fancy loader that looked suspiciously like *Alkatraz*. I just have this knack of thinking up and programming snappy routines that happen to have been invented three years ago.) *(Click... Hello! This is the Editor. I'm not in right now, but if you'd like to wait until the tone, my automatic sarcastic answering machine will supply an appropriate bracket. Have a nice day! Ed)* ***<Beep! What a terribly interesting story. You must tell it to us again sometime. I'll tell you what – if you go off now and write your letter of resignation, you could include it as a comical PS! Wouldn't that be grand? Automatic Ed>*** Erm, on with the show then.

The demo bit of the utility is a deeply philosophical poetry-writing program that comes up with all sorts of meaningful nuggets. Simply grab hold of a close friend, settle down on the sofa, dim the lights and bask in the wisdom of your Speccy. For the full Muse experience, buy a lava lamp, put on an album of Yes (or a similar '70s band) and try substituting the Speccy's verses for the original. (Should have called it *Automatic 1970s Pretentious Lyric Simulator*, really.)

PFN itself

To use the dynamically-acronymed proportional printing routine itself, you'll first need to erase the demo. So BREAK into the program and delete lines 1 to 9869. Speccy fonts are not compatible with *PFN* fonts so eight fonts are provided free with the program, but no doubt many users will want to design their own. To meet this need the author has designed an editor. This is a WIMP-operated commercial program. For more information about the *PFN Editor* take a glance at that box down there.

OOOPS!

***PFN* works fine in 48K mode, but if you want to use it on a +3 to take advantage of the drive, you'll have to be a bit clever. Press ENTER on the loading menu. When it's finished loading, *PFN* will stop with an OK message. Press a key to get back to the loading menu, go into 128K BASIC, delete line one – type 1 (ENTER) – then type SAVE "MUSE" LINE 10 to bash it onto disk. Now type RUN. Sorry! No, really.**

> I see bright weariness each a great beast
> where traced the mysterious barbarism
> from a criticism by delicacy with
> curious periphery each promotes
> opportune sonority fades relatively
> stagnates.

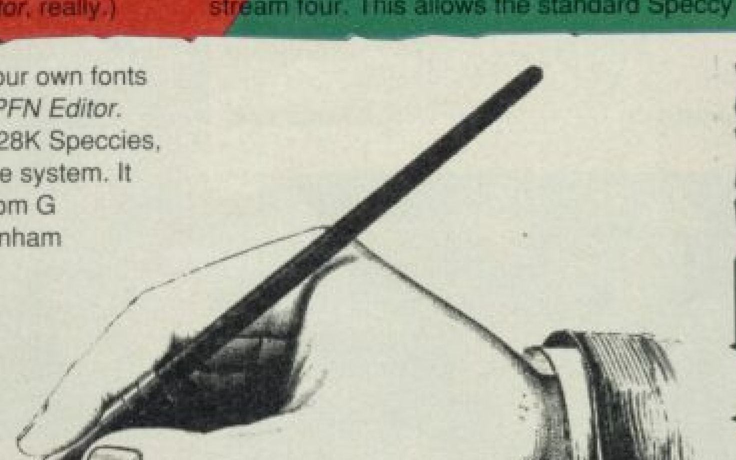
The machine code routines and font data are hidden in the REM statements. Lines holding these statements (9881-9888, 9890 and 9900) should not be edited as this will erase the code or data. But then, who'd be that silly, eh? All the code and data is relocatable. After you've stripped away the demo lines, save the core code with **SAVE "PFNREM"**. Simply merge this program with your own – but don't forget to ensure your prog doesn't have line numbers above 9869. Each font uses around 1-2K RAM so delete the lines you don't require by typing the number of the line and pressing ENTER. And now, over to *PFN* programmer and trumpet supremo Garry Rowland for some instructions on using the blessed thing.

PFN is initialised with **GOSUB 9900**, which opens a new print channel (channel 'f') to stream four. This allows the standard Speccy print system to remain in use. Once the channel has been opened and *PFN* installed, subsequent use of GOSUB 9900 will have no effect unless the new channel has been closed. Note that the new channel cannot be closed from BASIC unless Interface 1 is present. If you are a microdrive user or have software that opens and closes channels, you must close all other channels likely to be used by your program before using GOSUB 9900. This is because the *PFN* routines are stored as part of the channel information of the channel opened. If the this area is moved, as would happen if a channel was closed, the new *PFN* channel would hold an invalid I/O address and most likely cause the program to crash. Mind you, any non-techy people would have to try hard to achieve this, so you needn't worry if that last bit made no sense whatsoever.

Before you can print anything, *PFN* needs to know where the font is. The BASIC variable F is reserved for the font address. If F hasn't been declared in a BASIC statement, *PFN* will return a "variable not found" message. If variable F does exist but doesn't hold a font address when PRINT #4 is used, the program may crash. The eight fonts included all have their own REM and can be selected using line 9880 of the *PFNREM* program. Simply enter **LET FONT=a number between one and eight** and then use **GOSUB 9880** to get the font address in F.

PFN recognises the ASCII characters '<space>' to 'z' and the following control codes: **CHR$ 6 (direct tab, or a comma)**, **CHR$ 13 (carriage return, or ENTER)**, **INK**, **PAPER**, **FLASH**, **BRIGHT**, **OVER**, **AT** and **TAB**. *PFN* uses the Spectrum's graphics coordinates for printing, so AT and TAB take graphics coordinates when printing to stream four.

If you fancy designing your own fonts for *PFN*, you need the *PFN Editor*. This runs on 48K and 128K Speccies, and is adaptable to any drive system. It costs £4, and is available from G Rowland, PO Box 49, Dagenham RM9 5NX. Make out cheques/POs to the mighty Garry himself. Alternatively, send a sae to this address for a list of Garry's commercial and PD software. Whatever paints your maypole, really.



To get PFN up and running in one line...
10 GOSUB 9900: LET FONT=number of font: GOSUB 9880: PRINT #4; AT 175, 0; "Your highly meaningful message"

How it all works!
Characters are not so much 'printed' as 'plotted'. The top left of a character is printed at the current graphics coordinate. The coordinate may be set by *PFN* or directly by using PLOT. *PFN* leaves the graphics coordinate pointing to the top right hand corner of the character after printing. An attempt to print any part of a character below graphics coord 0,0 will give a "out of screen" report. CHR$ 6, CHR$ 13 and PRINT statements not ending in a semicolon (;) set the print position to the beginning of the next line. The depth of the line depends on the setting given by the font data. AT and TAB arguments take different values when printing to stream four. AT y,x takes y in the range of 0-175 and x 0-255 (ie, you're printing 'at' a pixel position, not a character position). CLS sets the graphic coordinates to 0,0 so AT must always be used after CLS. TAB x sets the x coordinate to any value in the range 0-255. Note that *PFN*'s TAB doesn't print spaces or affect the y coordinate even if x is less than the current print position.

Some experimentation may be needed when using INK, PAPER, BRIGHT and FLASH. **Character code 124 (EXTEND MODE, then SYMB SHIFT/S)** toggles double height on/off.

GOSUB 9890 is used to get the length of a line of text in pixels. The string must be in f$ and the address of the font in F, and returns the length, in pixels, in BASIC variable P. If the length of the string is greater than 255, divide P by 256 to find the number of letters that would be left after printing one line.

Type in this bijou routine to extract *PFN* from the *Automatic Muse* listing...
9869 RESTORE 9869: FOR F=16384 TO 16400: READ A: POKE F,A: NEXT F: RANDOMIZE USR 16384: CLS: STOP: DATA 33, 0, 0, 205, 110, 25, 229, 42, 66, 92, 205, 110, 25, 209, 195, 229, 25

BORED OF THE RINGS PT 3

Delta 4/Zenobi Software
Load in 48K mode

COMPLETE ADVENTURE

Whether you cheated in Location Seventeen, or went east from the maze exit to get the poster, you should have escaped the fiendish musicians of Morona by now. (Hope you remembered to get the gun from the locked room.) It's the last leg of the quest to destroy the Great Ring – most of your party has tootled off to take care of the relatively evil Saruperson, leaving just you (Fordo) and Spam (Spam) to dispose of the tricky trinket. Part Three is fraught with danger – almost everyone you meet is intent on knocking you on the head. But set your jaw and fix them all with a steely glare – you can do it! Probably. As before, we've taken out the passwords so you can get stuck right in. A handy hint: SAY HOG will help you a lot in the mountains, and if all else fails, cheat!

CONTROLS
Lots of fingers and a party squeaker to celebrate when you finally beat the blessed thing

HEXCELLENT

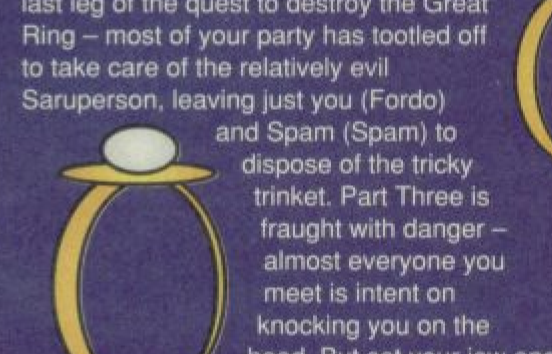
Nigel Grange

FRIENDSHIP WRECKING READER GAME

Don't worry! Although it's from the programmer of those infamous puzzle games, *Hexcellent* isn't another *Non Compos Mentis*. (That's still being worked on, apparently.) It is instead a two-, three- or four-player strategy game with elements of Nine-Men's-Morris and which features loads of hexagons. It's just the thing to settle down with after a heavy lunch, because it involves you and your close friends or family doing your darndest to kill off each other's counters. Houpla, eh? Well, here we go with the instructions (cleverly cobbled together from the massive in-game scrolly we had to chuck out because of space).

The aim of the game is to defeat your opponents, either by making it impossible for them to move, by taking all but one of their counters, or by having the greatest score when the game ends. To take an opponent's counter, you simply surround it with two of your own counters. You can then use it as one of your counters, as well as receiving a bonus of fifty points.

The playing area is divided into seven hexagons, each represented by a hole at each of the six points on its perimeter. The holes can only be occupied by one counter at a time. If two adjacent holes on the same hexagon contain the same player's counters, a line will be made joining the two points, giving the player a bonus of one hundred points. This line will remain even if the counters are moved, and can only be destroyed if it is remade by another player – the line will then change to the new player's colour. If an entire hexagon is completed, you'll get a bonus of five hundred points. It's possible for a line to be broken, remade by another player, then re-remade by the original player (phew!) – but this won't count as a new hexagon. You only get another five hundred points if you completely remake the hexagon. The game ends after twenty lines have been made, and the scores are totted up and fiddled with to reveal the winner.



"Great pip!" cried Bob. "That molecule is losing its magnetic attractive properties!" He lost no time in alerting Mr Quelch.

When the game starts, each player takes it in turn to position their counters. With two players, each has five counters; with three, four counters, and with four players, each has three counters. Move the cursor square clockwise (the right key) or anti-clockwise (the left key) and press select to place your counter. When all counters have been positioned, any possible captures or lines are made. Each player must then move one counter at a time, one space around the board. You can only move counters around the edge of hexagons – you cannot cut across the middle. In addition to the left and right keys, you can now use up and down to move between the hexagons. (Beware of what Nigel calls the waiting room.)

Ho ho ho! Sounds snazzy, eh? The best thing to do is have a quick fiddle with the game, playing all the players yourself, and seeing exactly what happens when you make captures or form lines. Then, having familiarised yourself with the controls (Sounds a bit Mission Impossible-ish, doesn't it? 'You have twenty seconds to familiarise yourself with the controls.' Well well well.) you can challenge your family to a game and before you know it, the whole clan will collapse in tears. Just good clean fun, that's *Hexcellent*. Hurrah!

CONTROLS
Joystick or definable keys

MADHOUSE

The Mad Guys
Load in 48K mode

PD DEMO



Captain Webb clutched his head as the dastardly Evilons bombarded him with q-rays. His only salvation lay in the pot of blue cream awarded him by the mysterious badger man.



Now this is terribly odd. Dash off and find a PC owner, and borrow their copy of PC Format. Find a pic of Richard Longhurst. Now compare it to Talisman's. Spooky or what?

Coo, that *Shock* demo was a bit smart, wasn't it? Eight chunky and Speccy-exploiting pieces of code with a high 'Eeeee!' factor. Phew. So, to help you (and your Speccy) relax, here's a three-part, technically sound-but-not-outstanding demo with lots (and lots) of text to read. Oh, and plenty of music to listen to as well. Spook demo fact: this 'un was written in twenty-six hours over a weekend at a secret location in Germany. Demo writers, eh? What a bunch of silly people. We love 'em.

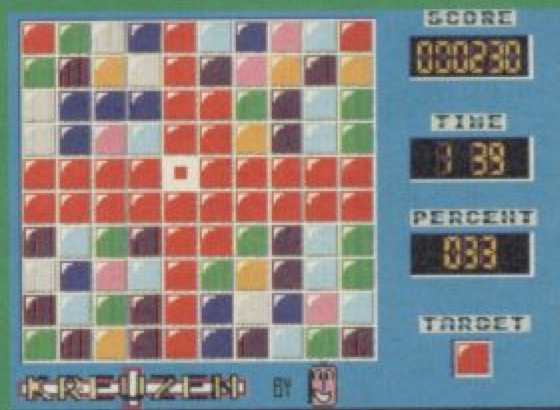
CONTROLS

SPACE to leap from part to part, basically. That's it really

KREUZEN

Quantum Software

PD DEMO



Before Cecil could leap to his feet, untie Daphne and strike Alice across the head with Ramon's satchel, she went home.

Blimey, it's a completely exclusive SAM game! (NB: Folks, this means that it will not load on a Speccy. If you haven't got a SAM Coupé – that's a computer that looks nothing like a Speccy but can run Speccy programs with the aid of an emulator – it will not work. So don't send your tapes back to Ablex asking for a replacement! Remember – no Coupé, no *Kreuzen*!) *(I think we get the point. Ed)* Anyway, if you've got the right machine, you'll find *Kreuzen* to be a super little puzzle game much in the line of *Kemshu*. Now *Kemshu* is an old(ish) Speccy game, so if you've read this far but haven't got a SAM, you can seek out a copy of *Kemshu* and play that instead. Phew, eh?

The object of the game is to turn all the squares on screen into one particular colour. (Luckily, you're told which one.) To do this you have to surround a square with four of the target colour. The one in the middle will – ta daa! – now turn into the right colour. Don't forget – you can only transform one square at a time, so it's best to set up a four-square cross and rotate cubes into its centre. (*Kreuzen* is German for crosses, y'see.) Once you've got a few squares transformed the task becomes easier, but it's still possible to get horribly confused and completely lose your way. (Sneakily, if you somehow manage to surround a square with the wrong colour, it will transform into the incorrect 'un. Yikes!) You've only got a short time to transform the whole screen, and later levels chop this down alarmingly. So there's no time to hang about!

CONTROLS

Keyboard or joystick
Q – up, A – down, O – left, P – right, M – fire. Fire+direction to move line

POKERAMA

It was a quiet month for our Jonty. Apart from hacking his way through another fat package of games, he refrained from taking part in any exciting or strenuous activity. So, no commando raids, no stopping any runaway trains, and certainly no preventing the abduction of any major world leaders by attacking the kidnappers with a rubber cabbage. In fact, he spent most of the month relaxing in a wickerwork chair, reading and musing on what to write in his six *Pokerama* scrollies. (Normal mayhem will be resumed next month.)



"And as a token of our appreciation, we'd like to present you with this fine pair of hand-crafted ceramic tubes, suitable for storing marbles or other things." "Ooo, that's nice."

'Languid' Northy's infuriatingly unhurried POKEs this month are...
Blazing Thunder – infy lives, infy energy, infy smart bombs
Neighbours – infy energy
Seymour Goes To Hollywood – infy lives
Ghostbusters – handy cheat
Santa's Xmas Capers – immortality
RTB – infy time
Sidewinder 2 -infy lives
Kwik Snax – infy lives

TAPE TRUBBS

The YS Beaut Box comes to your Speccy (or, indeed, SAM) courtesy of a secret workshop somewhere in The Village. That Number Two's a bit sharp though, and now and again he intercepts a shipment and bops them about a bit until they conform with the rest of society. So if your tape refuses to load, and there's a blimmin' great Rover hanging around outside your front door, parcel up both yourself and your tape, pop in a sae and post the whole lot to YS Beaut Box Covertape, February Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Now hunker down in the envelope, unwrap your sandwiches and wait about twenty-eight days for freedom.

SPECTRUM UTILTIES, SUNDRIES, PC TRANSFER

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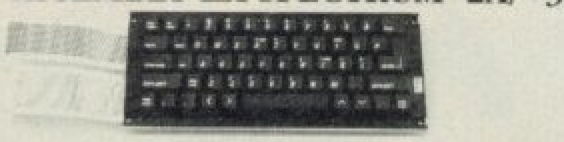
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THE SHED CREW

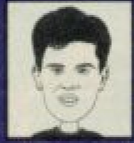
The YS Shed Crew have spent the last few weeks getting well fed and watered by friends and family. Now they're back with little pieces of tatty paper detailing their aims for the coming year.



Linda Barker "I'm going to go abroad. Apart from a week in Paris last month, the last time I went away was five years ago. Paris triggered this little thing in my brain and now I want to go a-wanderin'. Please."



Jonathan Nash "I'm going to make the follow-up to Deadeye – the everyday story of a dead detective and his mad crippled Nazi transvestite twin brother Alan or Marjorie, the Ms Big of the underworld who's in league with the devil and has been accidentally reincarnated as a guinea pig. It was popular in Bradford, you know. Oh, and I've changed my name."



Dave Golder "I fulfilled all my goals last year – I learned how to play the drums and I joined a band. This year I'm determined to be the proud owner of a VW Beetle by September. I really miss my little black mini and a drumkit just doesn't fill the gap."



Stuart Campbell "Last year I bought every single Wedding Present single – that's one a month. This year I'm going to go to every single BMX Bandits gig in England, Scotland and Wales. Luckily they tend to play in London and Edinburgh more than anywhere else, so it should be quite easy."



Steve Anderson "My rather exciting ambition is to get the band I roadie for to do a funked up version of the seminal classic, What Time Is Love. And I'm going to get a pig. Y'see, I live in this old barn, and we've got a spare manger or two. It seems silly not to use them."



Rich Pelley "I'm at art college now, y'know? And next year I'm going to paint a really smart picture. I'm not quite sure what the subject's going to be yet, but it's going to be a blimmin' masterpiece."



Colin Campbell "Goals? Well, Archie Gemmill scored a really good one for Scotland against Holland in the 1978 World Cup."



Tim Kemp "I'd like to see the colour mauve come back into vogue. I've already started designing my own range of accessories. They'll only be available in one colour – mauve."



Craig Broadbent "I'm going to do a ten page, Pitstop supplement." *(Not if I've got anything to do with it you're not. Ed)* "It'll be full colour, with a big photo of me on the first page and a smaller one on each of the following pages. It'll have two pages of fractal programs,... " *(I hate to stop you in mid-flow, but will you go away now? Ed)*



Simon Cooke " I think I'll buy a mauve trilby from Tim. It'd set off my deep-sea blue eyes beautifully. Ahem."

HIGH SCORES



You know what this means - it's the good, green and honest bits. Like stealing from the rich and giving to the poor, or massive banquets and food fights. Hurrah!



Here you'll find all the nasty, villainous, horrible things that we don't like about a game. Hiss! We weigh up the good against the bad and come up with a decent and fair final verdict.

YS COMPO

ARGOSTICK CALLING EARTH!



According to legend, the Argostick tried to land on our planet in 1572. It was turned back by HM Customs due to an excess of baggage.

Those Cheetah chaps and chappesses, eh? What a jolly nice bunch they are! Not only have they just come up with one of the strangest-looking joysticks we've seen in ages, but they've given us five of the beauties to give away. Cor blimey missus, and no mistake!

You're probably wondering why the Argostick (that's pronounced Argo-stick, not Argos-tick) looks like a prop for Alien 3. Well, wonder no more my little chickadees, the answer is at hand. Cheetah wanted to get into films, they'd watched The Terminator and thought that Arnie's fleshless arm looked a bit like one of their joysticks. On hearing that Alien 3 was in production, the Cheetah design team got together and came up with an idea for a real nasty little alien that scurried across any flat surface. Unfortunately, 20th Century Fox didn't think that the great film-going public were quite ready for such innovative design and turned them down. But hey! At least we got a new joystick out of it.

The Argostick has got all the usual features including automatic fire, eight-directional control, microswitches, high tactile fire buttons and a one year guarantee. The high tactile version costs £12.99 and the microswitched stick can be yours for £14.99. But you can have one absolutely gratis if you can answer the following question...

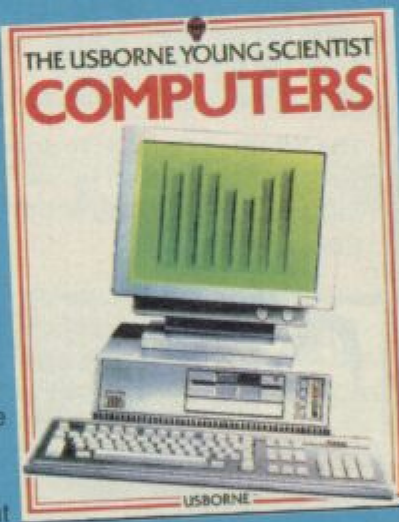
✧ **Who is the female star of all three Alien films?**

Easy, huh? Write the answer down on the back of a postcard or envelope along with your name and address and send the whole caboodle off to *"Calling Joystick Control – This Is Earth"* Compo, YS Compos, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

BOOK REVIEWS

The Usborne Young Scientist – Computers
Usborne/£3.95
Edited by Lynn Inglis

Any book that includes a limerick writing program wins our smiley vote every time. This silly, fun to make but craftily educational device is typical of the book's approach. Other highlights include an adventure game where you pick words at random to complete questions, and a really neat explanation of the binary counting system complete with examples to do on your fingers.



Computers, eh? Can't live with 'em, can't live with 'em. *(Er, I think you've gone wrong somewhere there. Ed)* Oh... Computers, eh? Can't live without 'em.

Obviously with the number of topics covered (there's everything from the history of computers to a discussion of logic) the book doesn't go into any depth, but it's appetite-whetting stuff presented in a jolly but unpatronising manner. In fact, the only thing we didn't like about it was the usual 'hacker = criminal' association during a section on computer crime. (Big trouble for Jon North if it were true.)



★★★★★

The Usborne Young Scientist – Television
Usborne/£3.95
Edited by Lynn Inglis

Television follows the same format as the Computers book, though sadly misses out on the practical side. Instead the level of detail is cranked up as the book takes you through the making of a television programme before finishing up with a quick look at film and the world of home video. As usual, concise explanations and uncluttered diagrams get the point across admirably, although some of the hardware illustrations make the latest, super up-to-date recording equipment look like they've stumbled in from 1963.

The main problem with the book is that, unlike computers, which seem to be constantly evolving, advances in TV technology come in bursts – and it looks as if Television went to print at exactly the wrong time. Things like HDTV, digital sets and giant concert television banks are squished in at the back, and widescreen TVs (the Next Big Thing) aren't mentioned at all. Still, what's there is good, and the book contains a splendid piece on the buttony mysteries of vision and sound mixing.



Television is the medium of the masses, it is one of society's most powerful propaganda tools.

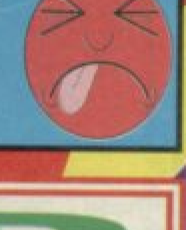
★★★★★

Commercial Games Programmer's Guide
Software Developments
by David Gibbon
021 706 2000



The Commercial Games Programmer's Guide states that programming is hard. Very hard in fact. You may think that sitting a Pure Maths degree was hard, but this is peanuts compared to programming. Well actually, it doesn't state anything of the kind. We just slipped that bit in to make the book appear interesting; a quality that you've doubtless realised it sadly lacks. The problem is that programmers are, by nature, astoundingly bad writers. It seems that the human brain is incapable of retaining both detailed coding knowledge and a basic grasp of English with the result that programmers are positively the worst people to use when it comes to writing manuals. Thus, by a markedly circuitous route, we come to the Guide. Harkening back to the days of yore, it's an all-formats book that covers a lot but explains nothing. For example, the author goes on at length about the importance of thinking of a good idea, then uses – wow! – a shoot-'em-up as his example game. There's a stern reminder that graphics can make or break a game – accompanied by some ugly sketches. And so on.

We can't recommend this book. It reads like a first-form holiday essay and spreads itself so thin as to be transparent. Ugh.



★★★★★

CHARTS

1.	*Rainbow Islands*	Hit Squad
2.	*Spellbound Dizzy*	CodeMasters
3.	*Dizzy Down the Rapids*	CodeMasters
4.	*Bubble Bobble*	Hit Squad
5.	*Bubble Dizzy*	CodeMasters
6.	*First Division Manager*	CodeMasters
7.	*Dizzy Prince of the Yolkfolk*	CodeMasters
8.	*Crystal Kingdom Dizzy*	CodeMasters
9.	*Fun School 2, 6-8*	Hit Squad
10.	*Dizzy's Excellent Adventures*	CodeMasters
11.	*Dragon Ninja*	Hit Squad
12.	*Graeme Souness Soccer M'ger*	Zeppelin
13.	*New Zealand Story*	Hit Squad
14.	*Chase HQ*	Hit Squad
15.	*Quattro Megastars*	CodeMasters
16.	*Robocop*	Hit Squad
17.	*Fun School 2, over 8*	Hit Squad
18.	*F16 Combat Pilot*	Action 16
19.	*Magicland Dizzy*	CodeMasters
20.	*Golden Axe*	Tronix

PENGUIN > CHARTS < COMPILED BY GALLUP. SPONSORED BY PENGUIN BISCUITS. PUBLISHED BY ELSPA

TOP TEN

M 'Funky' Towers has got a guinea pig called Marvin. M recently asked Marvin what his favourite foodstuffs were, this is Marvin's top ten...

1. Carrots
2. Lettuce
3. Tangerine
4. His cage
5. Flaked peas
6. Raw cabbage
7. Apple cores
8. Plums
9. Grass
10. Daisies

M Towers, what a chap eh? He talks to guinea pigs and concocts deeply delicious delights.

BUY IT!

Wondering what to do with all that Christmas dosh, eh? Well, if there's one thing we in the Shed know about it's spending money. Especially other people's money. We've been scouring the toy stores for bright ideas. We'll pass by Speccy games, cos you probably got a stockingful of them for Chrimble anyway, and go straight to the board variety.

✪ Europoly is the latest version of Monopoy to hit the streets. The difference lies in the fact that it's about fifteen quid more expensive than normal Monopoly. But hey! You do get to travel around 12 EEC countries, spending ECUs and moving your little European landmark around the board. It's pretty darn smart and comes highly recommended by the YS team. What's more, up to 12 players can act like real Gekkos at any one time!

☛ Recommended: Ker-plunk, Twister, Operation! and Scrabble.

☛ Avoid: Mall Madness (the electronic talking shopping game), Pretty Princess, Mid-Life Crisis and Dingbats.

TOP TEN TOPICS FOR A YS WIBBLE BOX

1. Top tens.

2. Top fives.

3. Top sevens.

4. Things that would undoubtedly have made it into a list of appropriate length had it not been for that marginally more exciting bit about pantaloons.

5. Xylophones.

6. Obscure 1970s Swedish rock bands.

7. Salad dressing.

24. Norman Lamont.

9. The psychological impact of creosote abuse.

10. Pointless things.

ROCK AROUND THE CLOCK

JULY 1984

Your Spectrum No 16

We chose this 'un cos it contains a review of the Shed's favourite game *Chaos*.

Back in 1984, the Joystick Jury awarded it two hits and a miss, as it offered "enough magical unpleasantness to keep swords and sorcery fans in a teeth gnashing frenzy – just what the dentist ordered." Hmmm. On the other (non-gamey) pages were articles about mini disk drives and Speccy animation and, er, lots of black and white photos. (Tune in next month to see the entire Shed crew trying to kill one another off whilst pretending to play *Chaos*.)



The Speccy later took three Alka-Seltzer and laid down.

GET YER LOVELY *ZIP* MANUALS HERE!

Blimey! That *ZIP BASIC Compiler* from last month is a bit fabby, isn'it it? Soups up your programs faster than a speeding lemon eh? But! Those trickier features still remain tantalisingly out of reach. Fear not! If you dash down your name and address, dash out a cheque for £4 and dash both off to the address mentioned below, you'll receive the official and highly papery *ZIP 2.6* User's Guide, a sixteen-page manual chock full of exciting secret tips. Mix BASIC and compiled code! Use a mouse! Exploit your printer! Find out exactly what all those error messages mean! Do lots of other tremendous things! And so on. Wow, eh? It's just too lovely for words. So, erm, bye then.

Send your name and address and a cheque/PO for £4 made out to CGH Services to: **CGH Services (ZIP manual offer), Cwm Gwyn Hall, Pencaedr, Dyfed SA39 9HA**

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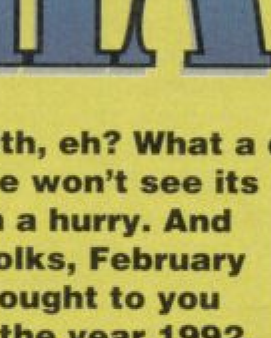
Cheers m'dears!

FEATURE

THAT WAS THE

February 29th, eh? What a day that was. We won't see its like again in a hurry. And remember folks, February 29th was brought to you courtesy of the year 1992, which wasn't bad in itself. Lots of thrillingly meaningful world events happened during 1992, but who cares about them, eh? You're all sitting there thinking, 'Naaah, tell us about Your Sinclair's 1992 instead, and include your memories of each issue.' So we will. Well, all the bits we can print, anyway. (Damn these silly ethics.)

January, Issue 73
Cover by Colin Jones. Loads of game characters leaping about on a tree, and Kylie Minogue with witchy hands. Spook!



The YS line-up at the start of the year: Hutch, Linda, James, Andy O and Maryanne in the Shed, with Rich, the two Jons, Adam, Stuart, Rebecca Norley and Jane the publisher in support. YS was sixty-eight pages long and cost £2.20. Strange tie-in of the month – a *Lemmings* compo to win a karaoke machine. But forget *Rodland* or *Lemmings* itself – this was the month of *Santa's Xmas Caper.* There were photos of the Shed peeps wearing construction hard hats and nobody understood the *Graphic Adventure Creator* either. The SAM bounced back into YS with a three-page adverty round-up.

Linda: That photo-shoot at Hamley's was ace.
Andy: The whole ish was done with one-and-a-half art people you know.
Jon: They missed my name off the SAM thing. I was devastated. (Blubber.)



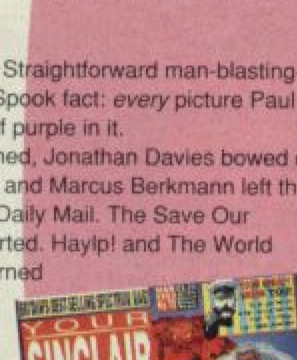
February, Issue 74
Cover by Max Ellis. Dramatic high-altitude nonsense with an irate man in a plane zooming away from an explosion. What does it all mean?

Those true but immensely trivial Blim!s arrived. There was a brand-new questionnaire with a suspiciously lifestyle theme, and Linda's *Double Dragon 3* Megapreview proved to be the most popular feature for yonks. Hero of the month had to be James. His captions for Replay pioneered a new and extremely silly literary form. Sanity just didn't have a chance.

Linda: I bought a Mills and Boon book.
Andy: Nobody recognised my marbles in Dave's educational software roundup. (Blubber.)
Jon: First mention of Hanna-Barbera in this ish!

March, Issue 75
Cover by Paul Kidby. Straightforward man-blasting-alien pic this month. Spook fact: *every* picture Paul Kidby does has *lots* of purple in it.

James left, Jon joined, Jonathan Davies bowed out from Program Pitstop and Marcus Berkmann left the Clinic to write for the Daily Mail. The Save Our Speccy campaign started. Haylp! and The World appeared. Stuart returned with an article on sequels, and techyness poked its head out cautiously in the shape of an excitingly tricky machine code toolkit on the tape.



Linda: I loved the photos of us starring in our fave record covers.
Andy: Erm, I'm not quite sure what happened to page nineteen.
Jon: Haylp! was the worst thing ever in YS.

April, issue 76
Cover by Nick Davies. The YS peeps pursue the villainous Bonanza Bros in a comicky composition. Blimey. Self-indulgent or what? There was also a badge on the cover, but that didn't feature the YS peeps so we'll gloss over it.

It was the event of the year! Phil McCardle's Ernie the Psychotic Madman crashed on to the pages of YS, met a 16-bit owner and beat him up. SAM Centre made its first appearance, and Tim Kemp named his fave fifteen adventures. Blim!s were now trying to make the obviously ridiculous sound plausible. The World exploded into a five page feature. Craig Broadbent, Soya Pico and Dr Hugo Z Hackenbush joined the mag. *Robocop 3* and *Space Gun* turned up from Ocean, and Where Are They Now? filled up a page quite nicely.



Linda: The Wedding Present announced they would release a single every month for the next year.
Andy: Aarghh! The World! Shriek! *(He lost all the photos that month and had to pay a whopping fine, y'see. Ed)*
Jon: Aarghh! *Infy* ! Shriek! *(The instructions were incredibly crap, and baffled readers kept ringing him up to complain, y'see. Ed)*

May, Issue 77
Cover by Budgetary Restrictions. A photo of Christopher Lloyd without any hair in The Addams Family. A bit blurred around the edges, but there you are.



There was a badly-printed Indy doorhanger on the cover and The World featured a guide to love that proved quite popular with software houses (honest!). Linda displayed her ignorance of superheroes and a screenshot vanished. Spec Tec turned up in glorious, erm, blue and got his facts about the Speccy's character set utterly wrong. Shop assistants everywhere wept over the joke back cover featuring Leslie Nielsen and a funny barcode. Ernie beat up his Speccy.

Linda: *The Jetsons.* Ugh. I was far too lenient giving it 50°. 30° would be nearer the mark.
Andy: Those Addams pics worked really well as a poster. Pity about the cover though.
Jon: I was a bit churlish giving Zeppelin's *American 3D Pool* 79°. It's sooo playable.

June, Issue 78
Cover by Colin Jones. A dynamic Indy pic with loads of smart details, like the different expressions of all the Nazis, and Sophia beating up the bad guys, and Indy's right eye being slightly strange.

The issue price went up to £2.50. *Steg* made it to YS in the form of a high-score pad, and *The Addams Family* fell foul of awkward controls. The long-awaited *Indy 4* proved to be yet another isometric 3D stomparound, and Ian Hewett got slightly libellous with his YS Crusader doodlebug. Linda stayed up late to do a sixteen-page Tipshop special and there was a recipe on the poster. Game of the month was undoubtedly *Myth,* with the ever so polished *Shoe People* trotting in second. The World was renamed Flip! for some reason or another. Ernie beat up some bank robbers.



Linda: That *Time Traveller* holographic arcade game, eh? I couldn't stop laughing.
Andy: Eighty-four blimmin' pages! (Swoons.)
Jon: I was dead jealous of Stuart's Top 100 so I loved doing the What a Barg! roundup.

July, Issue 79
Cover by Mike Roberts. A fab spoof of clichéd superhero-with-clingy-female nonsense featuring the powerful pensioner Captain Dynamo. The only bodge was having to type 'Codies' on the spaceship. (We completely forgot to mention them on the cover proper, y'see.)

Jon finally came back from the ZX92 tenth birthday party and Linda demonstrated what to do with the

YEAR THAT WAS



Steg card while you waited for the game to turn up. (The programmer had done a runner.) Bert the Stick Insect got several mentions. Everyone hated the adverts for the Amiga 600, Jon had a look at some Speccy hardware and Andy voted Diana Rigg the sexiest woman in the world. Flip! showed you how to throw a frisbee. Ernie beat up some aliens.

Linda: I hated that Word Up! dictionary thing. And the poster recipe. Those books I reviewed for Flip! were excellent though.

Andy: See that pic in the Summer Survival Special? That's from my immense collection of National Geographic magazines.

Jon: That hardware thang was a mess. Half the stuff didn't turn up and I had to ask other people what they thought of it. And that photo! Oy vey.

August, Issue 80

Cover by Budgetary Restrictions. The Batman Returns pic was prompted by a complete lack of games (apart from *Bonanza Bros*, which we'd already done). Jane didn't realise this until we had the film back from the printers. Fortunately, we got away with it. (Phew.)

Hutch left halfway through and Linda moved up to take over the mag. Now, at last, she could write the letters pages! (Erm, actually she'd been doing it ever since she started. Look at all those answers that contain the word 'beaut'. It's a dead giveaway.) *Defenders of the Earth* surprised everybody (including us) by turning up on the tape in a 128K only guise, and a couple of mad Germans sent us a load of PD demos. YS went to Alton Towers, Dave arrived with the Killer Kolumn, there was a load of wibble about Batman and Linda let slip a nuclear secret. Ernie blew up a park.



Linda: Beaut cover, beaut Bat-spread, generally beaut! Except for the *Sleepwalker* page.

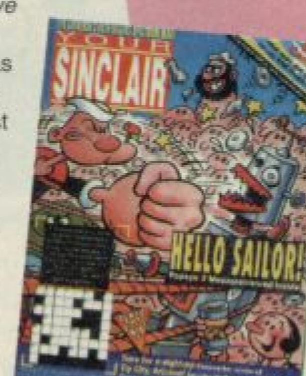
Andy: What a stonker! The Bat comic book spread and the Alton Towers trip were the highlights for me.

Jon: I loathed the Batman turny-pagey-adventurey-sort-of-thing. (And I wrote it, folks!) Otherwise, it was splendid.

September, Issue 81

Cover by Nick Davies. Popeye boxing with a robot in, erm, a wrestling game. (Oh well.) The prob with this 'un was the sea of pink faces. And Mel Gibson was smoking! Disaster.

More changes: Maryanne left and the issue size dropped to sixty pages. The *Hideous* review was flipped 180° and *Sleepwalker* featured the adventures of the Fumous Five. Leigh Loveday joined the Jugglers. Linda drew Bert the Stick Insect then went to visit the programmers of *Popeye 3* who were so pleased they gave her a demo tape of their new band. Back in the Shed, the new Ed had to fend off complaints about the price of the mag and Andy drew some dubious Chinese pictographs. Jon finally got SAM Centre on the corner flash. SAMCo went bust. Ernie blew up a computer fair.



Linda: *The Famous Five* on the tape – hurrah! The *Hideous* review was really smart. Hmmm. A fair ish, but to be honest not one of the best.

Andy: Top-notch contents photos. The first issue I did on my own.

Jon: Well, it happened again. (Blubber.) But we SAM owners are nothing if not patient...

October, Issue 82

Cover by Nick Davies. It was only after the cover was done we found that Jimmy Hill was detested by anyone (a) Scottish or (b) interested in football. Yet! The issue completely sold out. Odd!

The new circulation figures were in: from selling 59,059 copies per month we dropped to a still-market-leading 40,648. Adam Waring put aside his Spec Tec hat and took off to circumnavigate the globe. Jane left, and Colin arrived to wear the spangly publishing trousers. *Reckless Rufus* arrived on deadline day and proved to be an instant hit.



We tried spacing out the Pitstop lists and there was a three-page ad for the Future Entertainment Show. Flip! dropped to a spread. The previews got extremely silly and Brendan Thompson asked for more sex and violence. Ernie caused a massive fight in a warehouse.

Linda: I went to Norwich this month and Pssst! got laid out in entirely the wrong way. That was the last poster, too.

Andy: Lovely cover. Hmmm – Pitstop didn't work at all. Easy to read but rather limits the programs...

Jon: Ta to SAM peeps for keeping the faith – it saved SAM Centre. Oh, and *Rufus* was a nice surprise. (Thank heaven.)

November, Issue 83

Cover by Colin Jones. Erm, it's a bit brown don't you think? But it does achieve the near-impossible task of making Daleks look exciting.The original idea was for Davros's T-shirt to say, 'Your Sinclair – it's crap in a funky skillo sort of way' but WH Smith objected, the basts.

Yup, a Doctor Who special. Dave wrote tonnes of Who wibble for the love of it. After months of chasing it around the world, we put the PD music utility *Soundtracker* on the tape. Yet another colour page went wrong, and *Popeye 3* turned out to be a great disappointment. Where Are They Now? ran out of steam and SAM Centre actually had a few screenshots to break up the text. Simon Cooke took on the mantle of Spec Tec Junior and Linda typed in two hundred Input Output coupons. Ernie smashed a console to bits.



Linda: Totally excellent – my favourite of the recent crop of issues.

Andy: I had hours of fun drawing Daleks and TARDISes. Hurrah!

Jon: I was really pleased with the turny pagey etc etc game. *Soundtracker* – hurrah! What a fab issue.

December, Issue 84

Cover by Paul Kidby. A top-notch purpley illustration (natch) and – spook! – a fave with both Dizzy-lovers and Dizzy-haters (the former because it features their hero and the latter as a dirty great troll is about to rush up and brain him).

Issue size dropped to fifty-two pages – the smallest mag in all of Future. (But we dropped all the house ads, and someone worked out we had a proportionally high number of editorial pages or something.) Things got very heated with the arrival of *Crystal Kingdom Dizzy* and there was a huge argument about the state of the games industry. *Steg* finally arrived and was startlingly good. *Count Duckula 2* got the lowest mark ever, Linda cleaned out the Tipshop files with a Dizzy special and Steve's Programming Launderette started to teach you BASIC (sort of). Haylp! left the scene, Killer Kolumn moved to the back page and *Street Fighter 2* was announced. Sadly, after the issue went to press Jon was killed in a car crash. Rather than hire a new staff writer, Colin grew a clone and named him Jonathan Nash for tax purposes. Ernie took a break while Phil took a course of therapy.



Linda: Bit thin, isn't it? That short story's good – pity it was hidden away at the back of the mag.

Andy: Well I was pleased – I managed to use up the fried egg I drew for Pssst! but which didn't fit.

Jon: Two faves this ish – the voice from the washing machine and the Silence of the Lambs Seymour. Ha ha! Oh don't fuss – of course I can type while I drive.

The Year Ahead

People with consoles will suddenly realise that they can only afford one game a year and will retrieve Speccies from attics. The Speccy market will pick up and Your Sinclair will go from strength to strength. Hurrah!

FEATURE

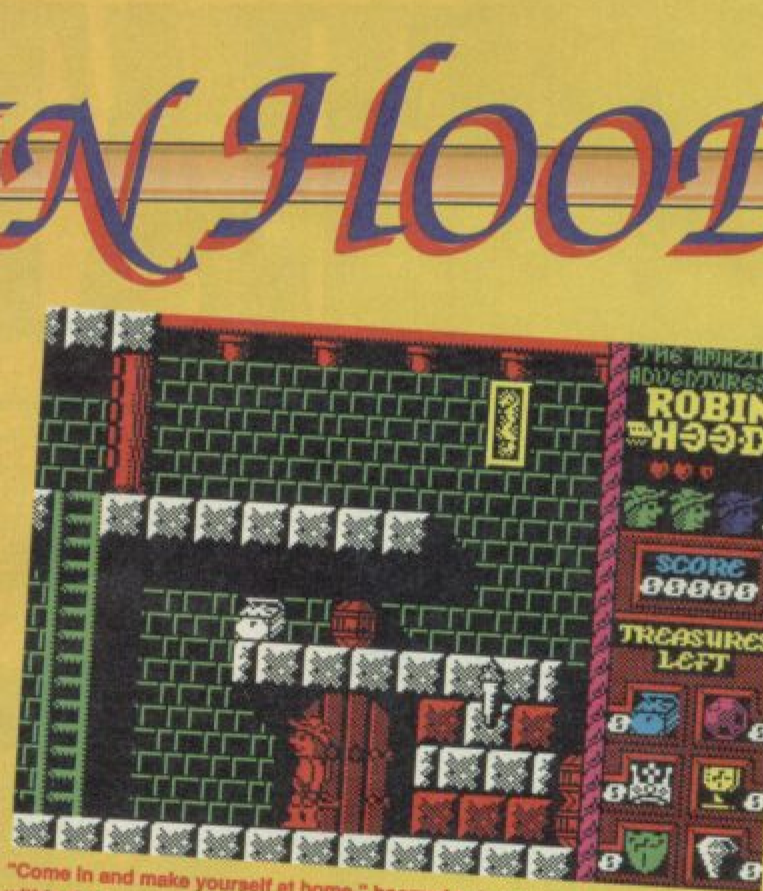
ROBIN HOOD: LE

CodeMasters/£3.99 cass
☎ 0926 814132

LINDA



Robin Hood is a complete and utter hero, his good deeds have gone down in folklore and have been passed on to each generation. On film and television we've had Errol Flynn, Richard Greene, a red fox, Michael Praed, Jason Connery and Kevin Costner. And on the Speccy there was *Super Robin Hood*. But now there's a new hood in town, he's lean, green and he's got one hell of a cute smile. Welcome to the Codies' latest hit – *Robin Hood: Legend Quest*.



"Come in and make yourself at home," boomed a deep voice from somewhere within the bowels of the castle. So Robin did exactly that, he was a calm and law-abiding chap and he didn't want any trouble.

Legend Quest is a cutie horizontally-scrolling collect-'n'-beat-'em-up with plenty of platforms (moving and stationary) for you to jump around on. The main idea is to collect the treasures which, I think, belong to good King Richard. The action is set in a castle which is home to hundreds of fast-shooting





Robin sat down at the table and waited for his dinner. And waited. And waited. Eventually a key came and apologised for the delay. His tripe and onions was on its way.

archers who are out to get the feather in your cap. They're blimmin' good shots as well, so you're going to have to do a fair old amount of duckin' and divin'. Various dark bits of the castle also hide absolutely massive monsters whose white eyes shine out of the darkness, warning you to steer clear of those scary spaces under the stairs. *(Erm, they're the background graphics, Linda. Jonathan)* There's also the most ridiculous little guard who stalks up and down relentlessly, like a wind-up Christmas pudding fitted with everlasting batteries. Let this little blighter bump into you and... Wham! That's a life gone. There are also various flying things, and maces on chains that go up and down.



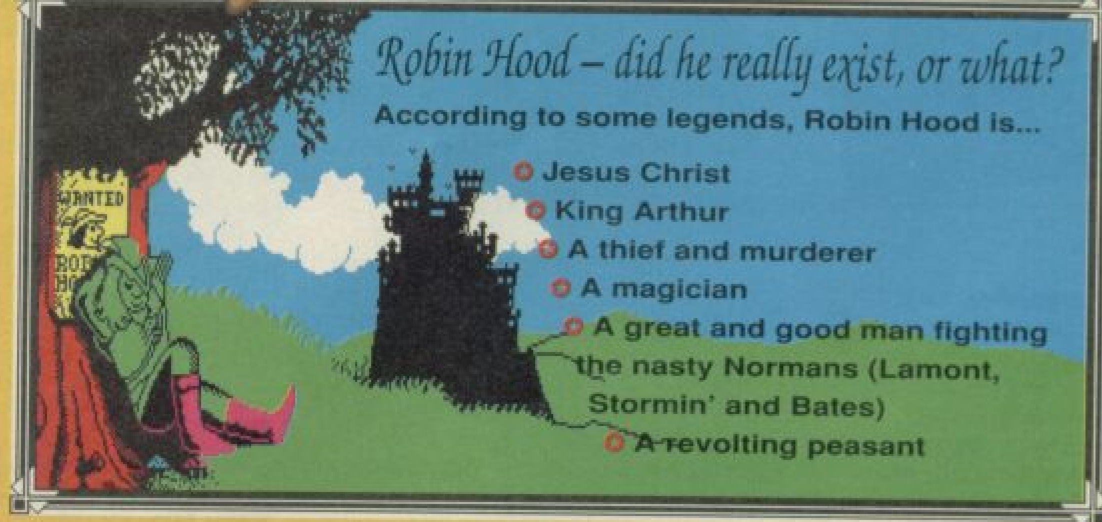
To aid you in your quest for treasure there are hearts to give you more energy and keys that open up parts of the castle that were previously inaccessible.

As you run through the castle, you'll often come to a platform which goes nowhere. But, pick up a key and a moving platform will miraculously appear so you can jump on and travel to the next bit of the castle.

And he still found plenty of time to sing (oi!)

Legend Quest looks lovely, even Andy O was smitten by the screenshots we gave him. *(They're lovely grabs to work with. They're so colourful! I'm particularly fond of the title screen, is that what it's*





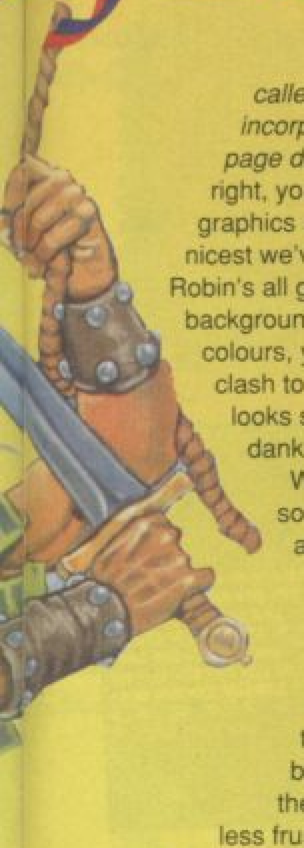
Robin Hood – did he really exist, or what?

According to some legends, Robin Hood is...

- **Jesus Christ**
- **King Arthur**
- **A thief and murderer**
- **A magician**
- **A great and good man fighting the nasty Normans (Lamont, Stormin' and Bates)**
- **A revolting peasant**

EGEND QUEST

YS MEGAGAME





called? I'm going to incorporate that in the page design. Andy O) He's right, you know! The graphics are some of the nicest we've seen in a while. Robin's all green and the backgrounds are loads of other colours, yet there's virtually no colour clash to write of (ho ho). The castle looks suitably mediæval and the dank, dark bits look jolly spooky.

When Robin (a very cheery sort of chap who turns and grins at you now and then) dies, all these incredibly cute hearts burst out of his body in a terribly sweet circle. Then he flashes and disappears back to a previous point in the game. This is so much better than being put back to the beginning of a level – it's far less frustrating, more user-friendly. This explosion of hearts also takes effect when Robin picks up a heart, or a piece of the treasure. It's such a nice little touch, and sometimes it's the little things in games that sneak into your heart. *(I think she's got a bit too much goodwill left over from Christmas, Spec-chums. Jonathan)*

You could have someone's eye out!

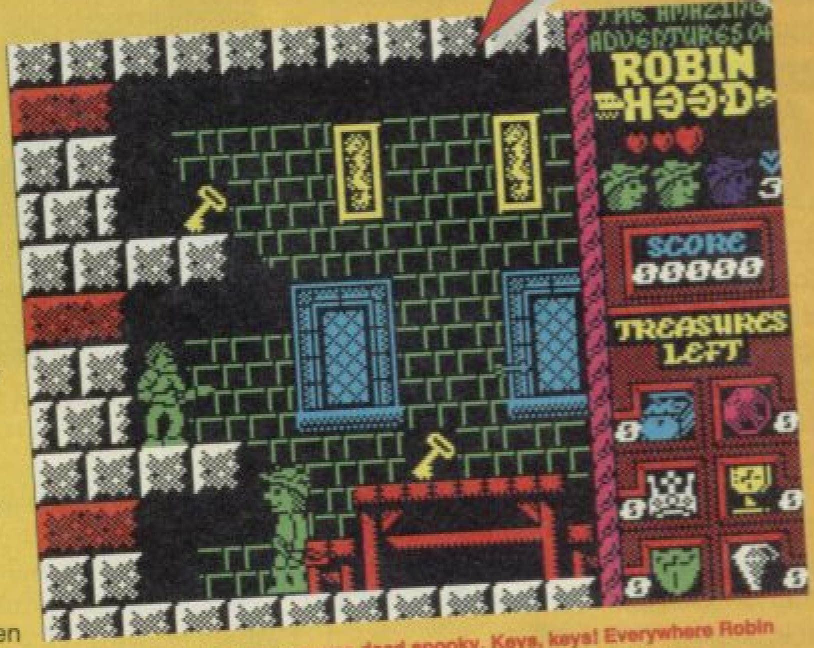


Robin Hood is famous for his courage and valour, with nary a thought for his own safety he swings through the trees kicking Nottingham's guards and laying traps for the tax collector. There isn't a lot of this kind of thing in *Legend Quest*, the action seems to consist mainly of avoiding the nasties' arrows and shooting your own in the desperate hope that they'll hit the enemy archer before his one hits you. Fortunately, the enemy archers do shoot off their arrows in some kind of pattern, so you can suss out just when a pointed piece of metal is going to come skimming past your ear and clamber up, or down, a ladder whilst the archer's busy placing the next arrow in his bow. As it were.

All this dodging and jumping of arrows takes time to perfect. At first *Robin Hood: Legend Quest* seems quite easy and then (ho ho) you skim past the easy bit and suddenly you lose two lives in a row and you think, "Hang on, this is a bit of a toughie." Jon... sorry, Jonathan *(I'll sellotape it to your forehead if you want. Jonathan)* actually got to the next level before saying, "In the big scheme of things, if you make a basic distinction between easy and difficult, this is a bit on the difficult side, isn't it?" Hmmm. He's right.



Doubtless, some of you lot will float through this game and send detailed maps into Tipshop, making Jonathan and I look a bit ridiculous in the process. But hey! Maybe you won't. *Robin Hood: Legend Quest* is a lovely-looking game and there's really nothing wrong with the gameplay apart from the fact that it's a bit hard. But perseverance isn't difficult as it's got that addictive factor that makes playing the same bit of the game over and over again quite enjoyable. I really found myself looking forward to the next bit of the game and, when we've finished this issue, I'm going to have another go. Smart!



Robin's recurring nightmare was dead spooky. Keys, keys! Everywhere Robin looked there were golden keys. And strange gargoyles rested on every mantlepiece scowling and holding out strings of sausages. It was getting a bit too much, Robin had already decided to go and see a therapist.

The quest for the great leg end

The leg end can be found in one of two places, usually. Take a look at your leg... done that? Good. You'll probably have noticed that your leg is joined to your body somewhere near the bottom area. At the other leg end is a mass of bone, flesh and sinews called a foot. So the bottom and the foot are the leg ends – your quest is at an end. *(Groan. Jonathan)*

Despite what you may think, this quest plays absolutely no part in the Codies' version of Robin Hood.



Have you ever had the feeling that somebody's watching you. Godfrey felt like that all the time, and d'you know why? Well, it was cos something was watching him. All the time. Agh!

FINAL VERDICT



Smart graphics and nice touches that are funny and pretty. There's nowt wrong with the controls at all.



The only thing I can possibly pick holes in is the difficulty level.

Super! Pick up a copy and become a Merry Person riding through the glen.

90%

WRESTLING

CodeMasters/£3.99 cass
☎ 0926 814132


LINDA

I watched the Chart Show this morning and it was pretty crap, but the adverts in between were quite good. There was one for an early '80s dance/soul compilation that looked really smart. Then there was an ad for a Gladiators album which was full of the kind of rockin' stuff that accompanies a wrestler into the ring. This, in a somewhat roundabout manner, brings me to my point which is that wrestling and spin-offs, like the Gladiators, are big busineess at the moment. There was even a big hairy chap on Good Morning With Anne and Nick. Makes you think.



Monsieur Trouver-de-le-Champignon was a hard taskmaster. Poor Monsieur Chapeauless was put through his paces every day.

No trend goes unnoticed by the software houses, as soon as any character/trend becomes worthy of the kids' notice the software houses are in there like a shot, hence the recent spate of wrestling games. We've had *WWF Wrestlemania*, *Tag Team Wrestling*, *Popeye 3* and now the Codies have thrown in their twopenny's worth with *Wrestling Superstars*. The Codies are a bit of a disadvantage here in that their game is the most recent release and so it's obviously going to be judged with the previous releases in mind.

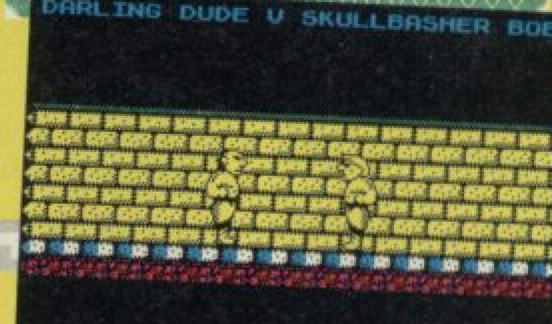


A bit of slap and tickle



Wrestling Superstars is a straightforward wrestling game, no two-player option, no

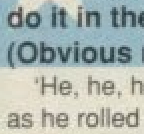
An expert speaks
Stuart Campbell on the joys of wrestling
Ah, I remember it well – the smell of old ladies' blue rinses, whole families in matching knitwear. The first wrestling match I ever saw was at the Floral Hall in Southport. I must have been about ten, and it was Big Daddy vs Mark Rollerball Rocco. A whole bunch of us were sitting right at the front throwing Fruit Pastilles at Mark Rollerball Rocco. I haven't looked back since, and my career has bloomed.



"Why, Darling! How lovely to see you again. And how are your dahlias?" "Hello Bob, long time no sausage. What? Dahlias, eh? Hmmm, wonderful. Simply top hole, what?"

ALL-AMERICAN

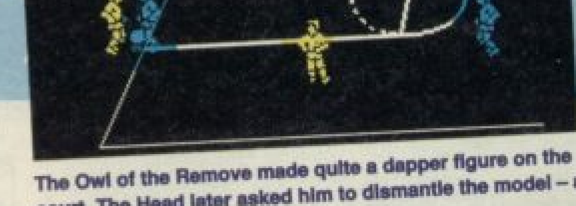
Zeppelin/£3.99 cassette
☎ 091 385 7755


JONATHAN

Oh no! How am I possibly going to make a review of this appalling game interesting? (Sorry to give away the surprise ending there folks.) Erm... umm... I know! I'll do it in the style of Frank Richards. (Obvious really.)

'He, he, he!' cackled the Owl of the Remove as he rolled up to Harry Wharton's 8MB Macintosh IIsi. 'Old Quelchy's given me this game to review and it's almost exactly the same as *International Five-a-Side Football*!' Quickly, the disreputable schoolboy sifted through the captain of the Remove's hard drive and transferred the appropriate archive file to a 1.44MB floppy disk.

'Hallo hallo hallo!' The voice of Bob Cherry boomed from the doorway. Bunter trembled. If he was caught reusing old material, he'd surely be reported to his form-master! Quickly he slipped the disk into his pocket as Bob clapped him on the shoulder. 'What are you up to with Wharton's Mac, old scout?' Bunter glared at him from behind his large spectacles.



The Owl of the Remove made quite a dapper figure on the court. The Head later asked him to dismantle the model – a lifesize 1942 pocket book.

'I hope you're not insinuating I'd cheat on this review!' he said with dignity. 'I didn't pass Wharton's study and I didn't see he was out and I didn't take an old review from his hard drive.' 'Oh, my hat!' gasped Bob. 'Ha, ha, ha!' he shrieked. 'You'll never get that past Quelch's gimlet eye!' he roared.

Bunter quivered with indignation. 'And why not?' he squeaked. '*All-American Basketball* is obviously a shallow re-write of the soccer game. The graphics are exactly the same, the tackling method identical – one merely dashes up to the player with the ball and steals it away every time – and the playing method remarkably similar. They – they've even kept the flashing man to identify which player you're controlling, and the way you can press fire to switch control to the player nearest the ball. I shall take this disk, add my name to Wharton's review, march up to Quelch and say – ow! Leggo, you beast! Yaroooh!'

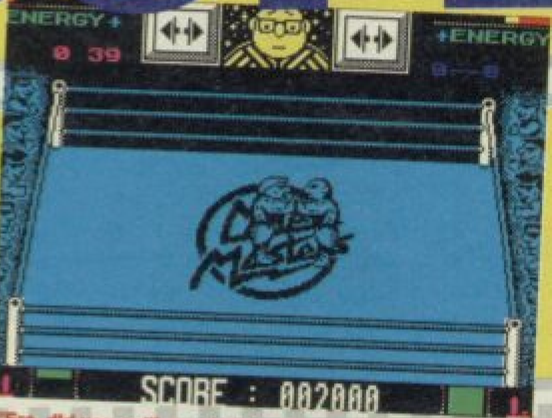


Bunter gets it!

Bob had seized Bunter's ear and was pulling it with gusto. 'You silly chump, Quelch will give you six if you try that. Why don't you write something original?' Bunter squirmed in his grasp. 'I – I – I don't think there's anything to add, old chap! If you play against the computer, it merely rushes across the pitch in predictable zig-zags so you can intercept it easily, and there's never enough room to try anything fancy. I rather think all the programmers have done is shrunk the goal and put it on the wall.'

Bob had fished in Bunter's pocket and was

SUPERSTARS



"Ere, did you spill my girlfriend?" "No. Did you look at my pint?" "No." "Oh. Well d'you want to come out for a pint sometime?" "Okay." "You could bring your girlfriend."

tag teams, just straightforward jumping, punching and kicking. Oh and lots and lots of waggling. Hang on a bit, make that lots and lots and *lots* of waggling. You play the Darling Dude and your four opponents are true pantomime-style villains. You go out into the ring and duff them up, sometimes they duff you up, and that's it.



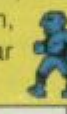
Wrestling Superstars is a waggler, a fact guaranteed to put off some people. If you don't like waggling, or your Speccy, you can always use the keys. Unless you're a fan of waggling, and I for one am not, then taking on the computer opponents isn't much fun. What this game really needs is a two-player option, without it the game degenerates into a lonely wagglefest.

There's nothing wrong with *Wrestling Superstars*, it's just that it gets a bit dull after a while. My only other reservation is the fact that it looks a bit cheap. There isn't a menu to follow, just a horizontally scrolling line which tells you to press fire. There's no high score table either, instead the scroller displays the single highest score. Cheapskates!

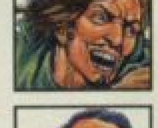
An expert speaks (part two)
Pete 'Stinky' Skiggins on the smell of the wrestling ring
Stinky, as he's known to his fans and friends, used to be a professional wrestler. He was once knocked out by The British Bushwhacker. Stinky retired some years ago but he still has his finger on the pulse – he's a cleaner at The Pavilion, Bath. When asked why he still frequented the ring after all these years, Stinky said, "Eee, it's the smell my lovely. Pulls you it do, like a bull. Ah, Oi love tha' smell."

On the plus side (it's always nice to end on a cheery note!) the game plays well. The controls are easy to use, the wrestlers are clear enough to see at all times and they're as well drawn as any others we've seen lately.

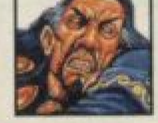
I suppose you can't really complain for four squids ... *(But you already have. Jonathan)* ... but I already have. (Ahem.) In summation, *Wrestling Superstars* is steering well clear of brilliance, but it's all right.



FINAL VERDICT



Nice sprites and manageable controls.



Lacks variety and a two-player option.

'S all right, innit?

60%

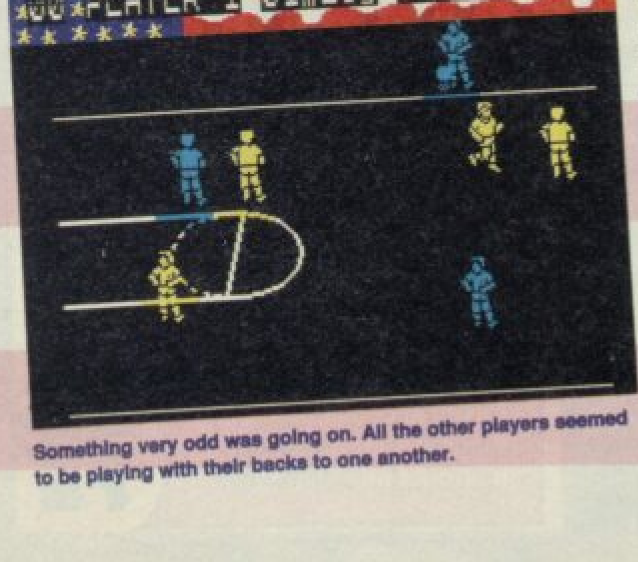
N BASKETBALL

looking at the cassette inlay. 'But what about these features – the full basketball rules, the accurate ball dynamics, the tournament option?' 'All – all bumph, old fellow! I grant you the tournament option produces a long list of authentic American teams, but they all seem to play in exactly the same zig-zag style.'



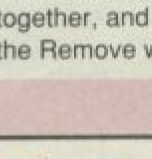
Bob released the Owl of the Remove and stood deep in thought. 'Odd! In which case, why would they put it in?' He paused, like Brutus of old, for a reply. Like Brutus, he waited in vain. Bunter just rubbed his ear and glared. Bob kicked him into his own study and loaded the game on the Spectrum Colonel Wharton had included in Harry's Christmas hamper. 'Hmmm! I see what you mean. It's not exactly wonderful, is it? The same jerky scrolling, the same way the computer opponents mob you to stop any clever passing, the same repetitive and boring gameplay. All the same Bunter, you'd better write it up in your own words. Remember what happened when you tried to crib Toddy's maths exercise.'

'Yah!' replied Bunter. 'If Zeppelin can get away with releasing just about the same game twice, I don't see how I can go wrong with repeating the old review.' 'I can see reason isn't working,' smiled Bob grimly, looking around for his fives bat. 'There's only one thing for it old man – I'm just going to have to upend you and sit on your head until you come to your senses.' He made a lunge for the door, but Bunter's suspicious mind had put two and two together, and for better or worse, the Owl of the Remove was gone!



Something very odd was going on. All the other players seemed to be playing with their backs to one another.

FINAL VERDICT



Well, that was quite a fun review to write.



Everything about the game is crap, basically.

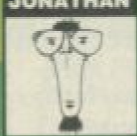
Slight differences do not a new game make.

20%

REVIEWS

WORLD RUGBY

Zeppelin/£3.99
☎ 091 385 7755


JONATHAN

Rugby! Now there's a subject close to my heart. Many's the games period I remember being spent on a hard muddy field, tottering around in freezing conditions and being urged to throw my inadequately-clad form at an obvious thug by a master wearing a coat, three jerseys and thick gloves.

So when Linda whisked her monogrammed handkerchief away to reveal this little number I leapt into a corner and screamed for a bit, victim of a hideous flashback. But after a nice cup of lemon tea and a useful lecture about overcoming stark naked terror by confronting it, I loaded the game up, to discover it's a management sim. After another cup of tea and a further lecture, I buckled down to giving it the old eye (as they say).

The first thing that strikes you is the rather natty icon selection thang. The whole game is played by zipping this oddly-shaped cursor about the place which is jolly friendly and all that, but does cause some problems. (See later.) The idea, as usual, is to, erm, win as many matches as possible. *(Well I never. Ed)* So as the mighty Wales (cheers cheers) I prepared to take on the mighty, erm, Venezuela. Typically, you can check up on player injuries, fiddle around with your team and see how everyone else is doing, and all the info screens look nice. (Very nice, in fact.) When you select an option, the picture flips over like the page of a book. (Unfortunately, very slowly, which after selecting about three options starts to drive you up the wall.)

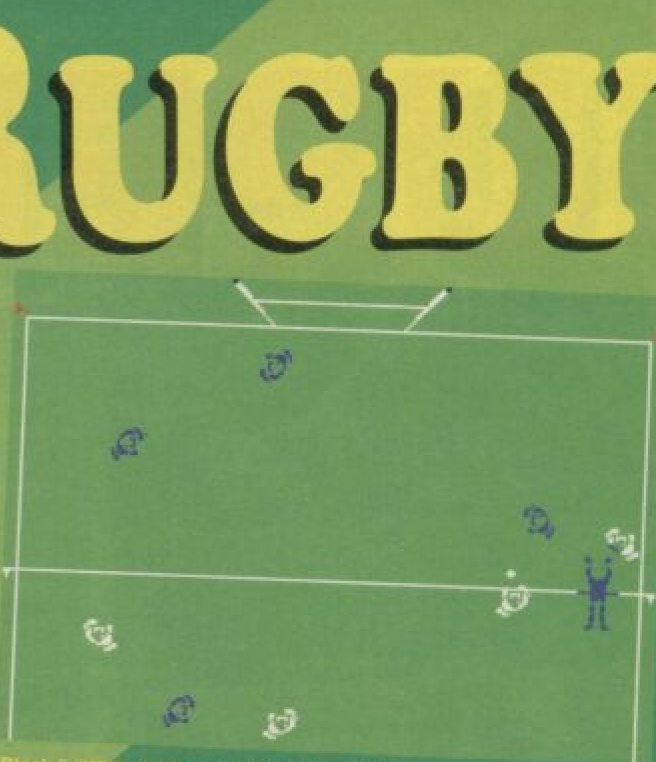
Planning and scamming

Right, so now to put together a winning team. Ooo, that's smart – a little pointer pops up on a picture of the team to tell you exactly where each player goes. And the players have dinky pie-charts to show their strengths and weaknesses! How sweet. Alas, you really need a good grasp of rugby to know exactly where each player will do the most good. (For example, should a full-back have great tackling skills or be fast on his feet?) The other prob surfaces when you want to compare the player currently in a position with the others on the team. You click on the position – up comes the name of the selected player. Annoyingly, you now have to go through the list to find him and bring up his details. Why couldn't this have been done automatically? Tch.

Okay. After quite of bit of clicking and scrolling, I've got what I reckon is a pretty strong bunch. A quick look at the main team statistics shows I'm not too far off the mark – another of those pie charts displays the strengths of your forwards and backs. (Oops, 'forwards' and 'backs' are the sort of attacking and defensive parts of your rugger team.) (Oops, 'rugger' is the colloquial term for rugby.) *(Oops, 'colloquial' means speaking on familiar terms. Ed)* Right! On with the show. (Click click click.) Blimey, you can 'Play match.' Could it possibly mean you get to (gasp) play the match the players as well?

Erm, no. It's just a rather badly-phrased term for showing animated highlights from the whole match rather than just the scores. Take my advice – don't show the whole match. The graphics are as dreadful as those in *Match of the Day* – a bird's eye view of a truly horrible pitch with ugly figures diving about the place in an almost entirely unconvincing manner. Ugh. Tragically, the most important and exciting part of the game is reduced to a fair-to-middling graphic of a newsreader with a couple of numbers whizzing around behind his head. Whoops, eh?

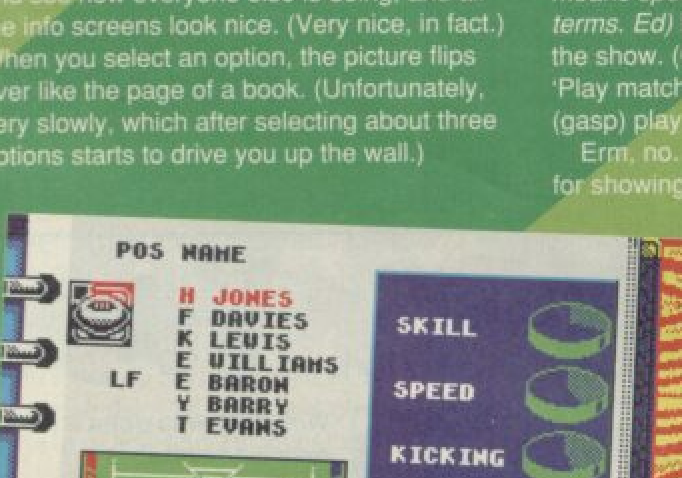
Whoops indeed. There are a lot of splendid graphics elsewhere (the result table backdrop is especially groovy) but the very centre of the game, which should have you staggering around with excitement, erm, doesn't. Sitting quietly in your seat with your hands creeping towards that rather interesting book you started reading last night is more the order of the day, which is a real shame. It's still possible to enjoy the game, and the fact it's rugby rather than (yawn) football lends an edge to the action (if that's the right word) but to be honest, it's a bit of a struggle. 'Look at me!' *World Rugby* cries innocently. 'So what if my match highlights are crap? I've got lots of other goodies to offer.' 'That's so,' you smile, reaching down benevolently to ruffle its hair and give it a Christmas sixpence. 'It's just that in the cut-throat world of sports management simulations, highlights help a lot. Yours are scant reward for twiddling icons all over the place. Now be off with you, young shaver. And keep away from Farmer Barleymow's orchard!' Or something.



"Black." "White." "Young." "Old." "Up." "June 6th, 1967. It was strangely cold, as I remarked to my giraffe. Pudding was up on the exchange, I recall." "Thank you Mr Brooks, you're mad." "Damn."



"I have a pen. It is blue. It is a fun pen. It has three plastic balls in the top. They are in water. You have to get them through a hoop. I like my blue pen."



Pippington Crescent was the showpiece of the housing development. Estate agents would bring their clients to view the houses on the Crescent, treat them to lemon teas at the local café then rip them off shamelessly, because estate agents are basically callous basts.

FINAL VERDICT



Rather original, what? (More original than soccer sims anyway.) And that presentation! Scrummy.



But those highlights! Ugh.

Easily accessible manager that's disappointing where it should be exciting.

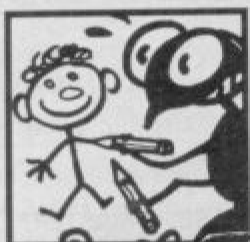
72%

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!



What, back again already? It seems like only yesterday I was talking to you lot. The Christmas hols went horribly quickly, there wasn't nearly enough time to eat, drink and be merry. And now it's time to settle down to a new year, a year in which you promise to keep all the same resolutions that you break year after year. I'm useless at keeping resolutions, I always write them down and set myself whole new lifestyle regimes. I think I should go for something simple this year, like not growing any taller. But not everything has to change with the new year – I still get to answer your letters.



This month's doodle clearly shows how unfair the world can be. It's by Dan Gavrovski of Milton Keynes who is usually to be found propping up the Small Print column.



GOOD CITIZENS AHOY!

I thought you might like a tale with a happy ending for a change! A year and a half ago I was dragged kicking and screaming into the 20th century when I was given a 48K Speccy for my seven year old special needs child. I was impressed by this little black box of technology – so last Christmas I bought a +2 with lots of games. It was second-hand and cheap from the local paper.

There was only one snag – my little boy couldn't get on with the loading and waiting times, and I wasn't always able to run back and forth from the steamy kitchen to supervise. Maybe this wasn't such a good idea after all.

We spotted another advert in the paper and my other son traipsed around and home with a pristine +3! I thought my problems were solved, I assumed I could just pop down the shops and get some disks. Well, I went to our local large town and the phrase "We can send away for them, Madam" became nauseatingly familiar over the next few days!

Out of the depths of my befuddled brain I recalled an article I'd read in YS back in February. The +D! It said you could convert from tape to disk – what could be simpler?

After frantic hunt for Feb's YS (hidden alongside all the dust-gathering hardware) I found the advert for the +D, took a deep breath and phoned Datel Electronics. This is where the happy ending comes in! A very charming and efficient gentleman (it's nice to know there are still some out there!) listened to my tale of woe and told me that the +D was not for me but if I looked in YS I would find a company called Romantic Robot who would supply me with a Multiface 3 (a what?) that would solve all my problems. I called Romantic Robot and another equally charming and very efficient gentleman (two in one day!) confirmed that this magic box would solve all my problems – I can now transfer *Dizzy* (all we've got) on to disk. Results: one ecstatic Mum, and, as soon as it arrives, one very happy little boy. That blimmin' egg has got a lot to answer for!

Jo Palmer
St Dominick, Cornwall

You're right – it is nice to hear a happy ending from time to time. Romantic Robot and Datel can be this month's good citizens! **Ed**



STAR LETTER

ACCENTUATE THE POSITIVE

Have you ever wanted to sell everything you own, quit your job, buy a one-way ticket to the Bahamas, buy a (Sir) Jimmy Savile-esque chair/sun lounger, carry it to the beach, lie back and wait for the waves to start lapping around your bare ankles?

I guess it was one of those months, you know – you're in the middle of exams, you're growing out of your shoes, the sun blazes down all day 'til you've five minutes to spare and then it turns into a blizzard, you haven't been out with your mates for so long that you've forgotten their names, your bedroom's a mess and... Well, you get the idea!

I was all ready to pack my bags when my eyes strayed to a pile of YS mags. I spent an hour reading them, slept peacefully, woke up feeling great and had a pleasant time anticipating those hot and lazy summer months.

Erm, so the moral of the story is... If you're feeling a bit down, pick up YS and have a good time.

Just a last point – isn't Jon great? Does he have a fan club?

Peter Mulholland
Lisburn, County Antrim

I know exactly what you mean, Peter. Sometimes I sit in the Shed and I think of all the places I could be. I could sell all my records and books and household appliances, buy a van with the proceeds and travel around. Then I start having doubts. I couldn't bear to sell my books and records, I'd have to give them to friends. Nobody would buy my clothes or my plastic fruit and flowers. The telly's second-hand and I haven't finished paying off the video yet. I have to face the fact that my flat's full of junk that I'm too sentimental to get rid of. (And that nobody in their right mind would pay good money for.)

To cheer myself up I read the letters that you lot send in and listen to a bit of Heavenly. It always works... 'til the next time. **Ed**

OUT OF LUCK

I would like to know if there are any Spectrum Christmas annuals.

William Rock
Belfast, N Ireland

Erm, no. Basically. **Ed**

NO PROBLEM

Please could you help me find the title of a game I used to play in 1986 so I could buy it again to play on my Spectrum. It was one of my favourites. If you can name the game by the way I describe it, perhaps you could let me know if anybody may stock it in my area.

You play the part of an astronaut on the moon and you must collect a mole which pops in and out of the craters. Then you enter the moon.

M Davids
North Walsham, Norfolk

What you're after is Nodes of Yesod *but, unfortunately, it's no longer available. Your best bet is to put an ad in Input Output.* **Ed**

MAGIC

I am writing because at the moment (9.37 pm) I think I'm being watched. In fact I know I'm being watched, because about a metre in front of me is a round, hairy creature, three inches high, and pointing a ray gun at me. After reading the Killer Kolumn, the bit about 'look before you leap', on Quantum Leap, I turned on the TV, and lo and behold, it was (dom-dom-dom), Quantum Leap! Any way, as I watched Quantum Leap, a creature appeared in front of me, saying, "Bib-don-dot I like chicken crisps, and what are you going to do about it?" Please explain this.

'Quickdraw' Sir Sigismund Arburthnot III, the New God of Peckham

Oh, that was Dave Golder. He loves chicken flavour crisps. Or it could have been magic. **Ed**

ANYTHING ELSE, O MASTER?

Please send me a list of SAM software, and a list of compatible Dizzy games.

Jamie Prince,
Broadfields, West Sussex

Get yourself a decent emulator and you can play whatever Speccy game you want, but you won't be able to hear the lovely 128K music. I haven't got a list of SAM games but if you look through your back issues you should be able to compile your own. **Ed**

ANOTHER PLEA

Help! I am looking for an old Mastertronic game called *Journey's End*. The copy I have is not loading anymore. Please try and find a copy for me. I am willing to buy the game.

Thanks for such a super magazine and covertapes. I only play games on a Spectrum and nothing else!

John M Shields
Hull, North Humberside

Try getting in touch with Mastertronic, now Tronix, on 071 727 8070. If they no longer market the game, and I strongly suspect they don't, try Input Output. **Ed**

COME OFF IT

I dislike intensely to grumble about any part of that wonderful publication the world calls Your Sinclair, so I won't. I wish to grumble about you, Editor. Intelligent, witty

TRAINSPOTTERS



A CASE OF COVETING ANOTHER'S TRAINSPOTTER

I hereby claim Richard Swann's Trainspotter award. The reason is that in issue 84, he said that you had printed the wrong ZAT address and gave you another one instead. This was also the wrong address.

The proper ZAT address (which is totally right in every way) is 33 Dawley Bank, Dawley, Telford TF4 2LQ. Any cheques should be made payable to ZAT.

To buy any ZAT discs (eg *SAM Prime* or *SAM Quartet*) the address is 5 Beacon Flats, Kings Haye Road, Wellington, Telford TF1 1RG. Cheques should be paid to D Ledbury, not me. I'd be very pleased to receive any donations, but because David puts together the discs, he isn't quite so happy for me to.

If anyone has already sent off an order to one of the hundreds of other addresses then there's no need to worry – we promise it'll be dealt with.

I think that's about everything. Richard knows my address so I'm expecting a nice YS badge in the post from him (unless this is the star letter – three free games will do in that case).

Daniel Cannon
Middlesbrough,Cleveland

Thanks for clearing that up, Daniel. That Richard Swann, eh? Tsk tsk. And he didn't enjoy the Future Entertainment Show, not even the helter skelters. (They were brill and fab! The rest of the world) **Ed**

THE BIG IT

No you're not getting away with this brilliant mistake I've spotted. In issue 83, in Input Output, you write, "it you'd like to advertise..." But that's where the mistake comes in, it was supposed to say, "if you'd like..." and it was the big mistake that turned into the big IT. So I think my brain deserves a Trainspotter award.

Andrew Reed
Ormesby, Middlesbrough

Unfortunately, Andrew, your brain seems to have gone on vacation. You forgot to put your full address on your letter! **Ed**

DON'T HASSLE JON

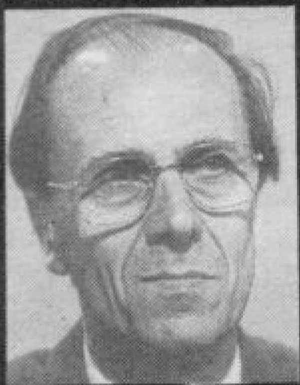
I want is a Trainspotter because in issue 84 Jon says, "... only *Boulder Dash* and *Boulder Dash 4* ever made it onto the Speccy." I can throw this point out because I possess a copy of *Boulder Dash 2*. So please, please, please send me a Trainspotter.

James Woodier
Abergavenny, Gwent

Jon! Come over here and explain yourself! Erm, it was an honest mistake. I've never seen *Boulder Dash 2* anywhere and I just assumed it didn't exist. It was just a mistake, I didn't know – why are you always getting at me? Everything I do, you criticise. I'm never right, and I try to be. I do my best and all you do is laugh at me and mock me. I've had enough of it, I'm not going to stand any more. I'm at the end of my tether. Sob...

There! Are you satisfied now? Look what you've done! This quivering wreck was once a perfectly respectable human being. Sort of. **Ed**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



OFF THEIR COLLECTIVE ROCKER?

Have the Codies gone stark raving mad? Are they feeling the recession? Or is it just plain greed? A tenner for a Dizzy game? Come off it Codies, you're not really expecting me to pay £9.99 for *Crystal Kingdom Dizzy* which is really just another £3.99 game? No Linda, I have to disagree – Dizzy fans will not be willing to pay an extra £6 for this one. On the subject of the Codies, why was *Turbo the Tortoise* released by them and not Hi-Tec as reviewed by your good selves?

Laurie Jackson
Johnstone, Renfrewshire

I'm not sure if you're representative of all Dizzy fans, Laurie. I've had a couple of phone calls complaining that I took the price into account when reviewing the game, those callers said that it didn't matter how much it was as long as it was still a good Dizzy game. I guess the only way to find out who's right is to see how well it does in the shops, and in the charts. Turbo the Tortoise was due to be released on Hi-Tec. When that company ran into difficulties, CodeMasters bought the game and released it themselves. **Ed**

HYPER VALUE!

For ages now people have been writing in and complaining about the number of pages in YS. All the different editors have put the blame on the diminishing number of ads being put in the mag. Well, I decided to put this theory to the test and got a load of my old YSs, found out the size of each issue and how many pages of ads. Then I thought I could find out how many pages there were in the mag for each ad page.

Us Spec-chums are getting more pages per ad out of YS than ever before! For instance, in issue 64 (April '91) there were 91 pages but 24 of these were ads, this means that it only had 3.8 pages per ad page. In issue 83 (November '92) there were only 51 pages, but only nine of these were ads which means that there were 5.7 pages per ad page. Since you've been Ed there's been an average of 6.5 pages per ad page.

So listen to me, you doubters! Don't be nasty to Linda, shout a loud 'Hurrah!' and then have a go at all the ex-advertisers.

Thomas Adams
Erith, Kent

It's true, it's true! The only thing more bargainous than YS is Hyper Value in Gloucester. They sell everything you could possibly desire including mops, yellow kitchen utensils, alien money boxes and Speccies! **Ed**

and gorgeously dishy though you are, your failure to turn up at the Future Entertainment Show on Saturday 7th November deprived myself, and doubtless many other unfortunates, a meeting.

To be fair, I did notice Hutch and Jonathan Davies (but neither work for Your Sinclair anymore, and Andy kept being mistaken for a wrestler!) but neither you nor Jon were there. Where was the last bastion of Speccydom in a world gone mad? I bought my YS that day and wondered what Farty the Warthog would have made of it all. I realised then that our days as a nationwide user group were over. Sob! May our way of life die with dignity!

Robin Lewis
Long Marston, Near York

I was there! I went for about an hour on Saturday but couldn't deal with the crowds, so I went to see my mum. I would've been better off at the show – she made me cook the dinner, defrost the dessert, make the coffee and do the washing up. I was knackered! I went on Sunday for about three hours too. I didn't hang around the Future Publishing stand for long though, there was far too much to see and do! Better luck next time, eh? **Ed**

BACK AGAIN

I couldn't get the rose petals or the cuckoo spit – wrong season – but I got loads more stuff instead. Here's my list: Spaghetti straws, CWE 67 yeast compound, paprika, chilli, diet tonic water, marbles, grape tannin, acrylic paint water, coriander, organic black peppercorns, tartaric acid, Nutradol, Spellbound, yeast nutrient, citric acid, Wyoming Bentonite, Pectolite enzyme, soap, large poppy seeds, sodium metabisulphate, Camden tablets, Borax, glycerine, white peppercorns, pine bath crystals, normal/greasy hair shampoo, slime bubble bath, wax granules, lemon bath salts, small poppy seeds, Darjeeling tea, pickling spices, dried mint, HOT curry powder, ash, curry spices, rubber shavings, pencil shavings, wet paper mush, soil.

M 'Still Very Funky' Towers
Birstall, Leicester

I think I'll go for the slime bubble bath and black peppercorns – they'll make an invigorating bodyscrub. The glycerine and grape tannin will make a very interesting-smelling hand cream. Oh, and you might as well send the Spellbound as it is! **Ed**

A VIVID READER WRITES

As a vivid reader of YS magazine, I must write to tell you of our score on *Operation Wolf* . I achieved a total score of 606418 through all levels of the game, and finished the complete game. Is this worth a mention in the next issue of YS?

Matthew Bishop
Wootton, Bedford

Not really, seeing as you've just managed to get it mentioned in this issue. (I'm sure that should say "an avid reader".) **Ed**

SMALL PRINT



You mean I'm not a billiard ball?
Dan Gavrovski, Milton Keynes
I felt the same way when my mum told me I wasn't Wilma Flintstone. I still think she was rather harsh about it. **Ed**

This joke is funnier if you pretend to be a cheese toastie.
Shane Speck, Kilham, North Humberside
Cheese toasties aren't funny. **Ed**

Spectrums are good because I've got a PC and a BBC but I still play my Spectrum.
Jennifer Dunn, Girvan Scotland
I still regularly play all my Rolf Harris records. **Ed**

SOYA PICO



In which Soya makes an admission

Feeling full are you, Spec-chums? Full enough to burst? Well serves you right. I'm feeling decidedly slimline this Christmas, not that you can tell from my picture up there. I don't know if I've ever told you this, but that picture was drawn from a photo taken of me ten years ago. I was fifteen and very careless of my appearance, I tried very hard to look like Femto whilst in my teens. I thought Femto was really smart and I hated being a girl. It wasn't 'til I was eighteen that I suddenly decided that Femto was a bit of a unhip kinda dude. I was getting ready to go to this real hip party, this righteous dude called Bean was picking me up and I wanted to look good, man. Femto locked me in my room, dressed up in one of my best velvet kaftans and climbed into Bean's VW van. Then he started going on about molecular dichotomies in the ferns of Borneo. Bean asked him to mellow out a bit and then chucked him out of the van. I never had a chance to explain cos Bean took off for Guatemala soon after that.

I changed after that. Anyway, man, I'm nothing like my picture and if Bean's reading this I'd just like to say I still think he's some cool dude. Like... wow! (Hey lentil-mush! You never told me you don't look like your photo! Ed) *Well, babe, I thought you only employed me cos I had a mug like Femto's. I didn't want to, like, leave you disappointed. Hey, I like this job.* (Well, I did sort of guess. I didn't see how you could be so big yet eat so healthily. Don't worry, the job's still yours. Ed) *Hey, man, gee that's so karmic. Wow! Now I feel really glowing, here's a letter.*

Dear Soya
Did you tell that dipstick with the hat and macintosh the coordinates of my humble abode? He made me use up the last of my special viral buster mixture when all he really needed was a packet of paracetamol. The next time you tell anyone where I live, I'm going to send you something decidedly nasty in the post. So stop it.
Femto

Mr Bad Karma strikes again. Go scratch your big toe, Femto!



■ Interspec interface – DCP Microdevelopments Ltd. All purpose Spectrum interface ie 8-bit TLL I/O port, A/D convertor etc. Must include instructions and any software. Launched 1983. Urgently required. Good money paid. **Phone Graeme on (0324) 23185.**

■ Spectrum 128 +2 for sale including joystick over 60 games plus mags: £100 the lot. **Ring Lee on (061) 226 7089.**

■ Amazing Spectrum sale, 300 plus games from *Jetman* to *Lemmings* and many pieces of hardware, including Multiface 3, light gun and joysticks. Everything going really cheap. Interested? **Call Peter on (0327) 40368.**

■ Spectrum 128K +2 for sale. With 150+ games, 50+ magazine tapes, 100+ Spectrum magazines, light gun plus six games. All for £150. **Phone Ken on (0745) 583241.**

■ Spectrum 48K, manuals, leads, tape recorder, joystick with interface, over 20 games, graphics and game writer's programs. All in good condition: £110 ono. **Ring Richard on (0992) 463844.**

■ Spectrum +2, excellent condition, three joysticks, manuals, leads etc. Over £1000 of games and another +2 thrown in for spares, all for just £200. **Telephone Carl on (0942) 864608.**

■ Spectrum 128K +2A for sale, +D disc drive, joystick, mouse with *OCP Advanced Art Studio*, light gun and loads of games. YS magazines with cover tapes. **Ring Andy on (0625) 421458.**

■ Spectrum +3 for sale. Comes with Genius mouse, Artist 2, joystick, Multiface 3, printer lead and over 100 games including some on disk. Boxed with all leads and manuals: £160. **Call Joe on (09320) 340050.**

■ For sale: Spectrum +2, SAM 512K (with disc drive), Multiface 128, three joysticks, SAM mouse, SAM communication interface, SAM Messenger, two light guns (Sinclair and Cheetah), 100's of magazines, over 1000 original Spectrum games, over 80 SAM disks. Worth over £3000, will sell for £800 or will split. **Phone Tim on (0509) 673555 after 4pm.**

■ For sale! Spec 128K +2. In great condition. Comes with light gun, six games and joystick. Also 75 games worth over £600. Boxed originals like *Space Crusade*, *Chase HQ*, *Sim City*, *WWF* plus 25 Spec mags. All for £120 ono. **Telephone John on (0633) 264705 after 6pm.**

■ Spectrum +3, £600 worth of disk and tape software, tape recorder, two joysticks, user manual and machine code book, tonnes of mags, all leads including midi: £125. **Ring George on (031) 552 8147.**

■ Microdrive with Interface 1 and nearly 200 cartridges: £40, two Alphacom 32 printers with paper: £10 each. **Telephone Ian on (0954) 782621 after 6.30 pm.**

■ Spectrum +3, with built-in disk drive, Multiface 3, Cruiser joystick, light gun, games on disk and tape, all in good condition. Leads included. £135 including p&p. **Ring Tony on (0383) 731718.**

■ Spectrum +2A with light gun, manual etc, original box, Multiface 3, boxed, plus disk drive and interface, all with instructions. Kempston joystick I/F and joystick. Approx 100 games, *Navy Seals*, *Dizzy's* etc. Only £180 the lot, may split disk drive. **Phone Andy on (0983) 294295.**

■ Spectrum +3 (12 months full guarantee), boxed, joystick, leads, tape deck, Multiface 3, blank disks, large quantity of games including *ATF*, *Silkworm*, *Operation Wolf*, machine code programming course, OCP art studio: £135 or will split. **Telephone Ben on (0909) 772968.**

■ Interface 1, two Microdrives, Multiface 128, 36 cartridges in store boxes, manuals, 'Making the most of your microdrive': £70. **Ring (0493) 393355 after 6pm.**

■ SAM Coupé 256K for sale. Included are internal disk drive, serial/parallel interface, *Pipemania*, *Defenders*, *Mind Games* and *Treasure Island* games, £60 of PD software. Package also includes approx £200 of Speccy games. Everything for £180. **Call Mark on (0767) 682726.**

■ Spectrum +3 for sale – good condition – with tape recorder and a few games for just £170.
Ring Gaz on (0933) 56988 after 4pm.

■ For sale: Spectrum +2, James Bond pack including light gun, manual, lots of games like *Golden Axe*, *Power Up* etc. All mint condition: £120 ono. **Phone James on (041) 883 6140 after 6pm.**

■ Spectrum +2A for sale with hundreds of games, Multiface 3, video face, two joysticks, Kempston Interface. All worth £1000 but will sell for £500 (+ printer). **Ring Peter on Weedon 40368.**

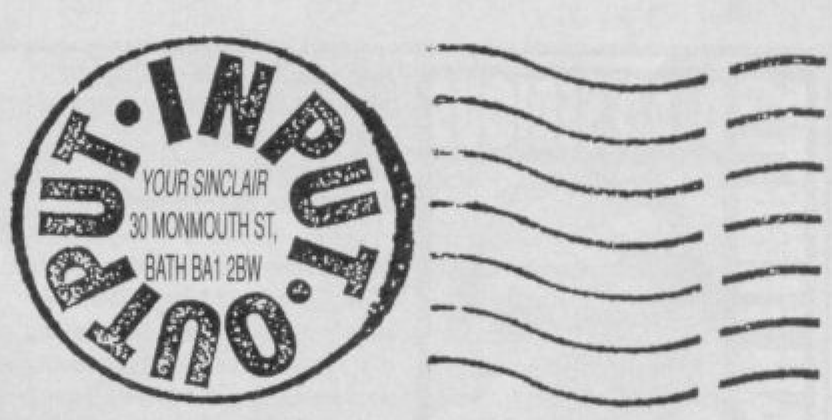


■ Desperately want ZX Interface 2 plus any ROM cartridge software. Willing to pay very good price. Also wanted, wallet of microdrive cartridges that came with +2 expansion system and manuals (ie demo cart, *Tasword 2*, *Master File*, *Ant Attack*, games designer and blank cartridge). Pay good price if in good condition. **Ring Marc on (0793) 725427.**

■ Wanted! *Sim City*. Will swap for one of these games: *Kenny Dalglish*, *Seymour Goes to Hollywood*, *Chase HQ* or *Jet Set Willy* light gun, games, one for one. **If interested call Chris on (051) 625 5289.**

■ Wanted! *Fifth* games writing language for Speccy 48K. Must be original and with full instructions. Name your price. **Call Ian on (0954) 78621 after 6.30 pm.**

■ I will pay good money for *Postman Pat 1* and *2*, *Fireman Sam*, *The Magic Roundabout*, *Adidas Football* and *Danger Mouse Making Whoopie*. Will also swap some games. **Telephone Matt on (0604) 412064 after 6pm any day.**



It's the longest list of reader ads in the whole Speccyverse. Now you can get your mitts on that game or piece of hardware that you've always wanted.

■ Wanted – "The Complete Spectrum ROM Disassembly" by Ian Logan. Willing to pay £15 plus postage. **Ring David on (0656) 860550.**

■ I will swap my *Slightly Magic*, *Kwik Snax* and *Hotshot* (disk), for your *Hero Quest* and *Return of the Witch Lord*, preferably disk. **Ring Ian on (0232) 776108.**

■ Wanted – original *Professional Adventure Writer* (cassette) with instructions and all tapes. Will swap *Ghostbusters 2*, *Back to the Future 3*, *Pictionary*, *Time Machine*, *Hero Turtles* (not arcade) and *Rolling Thunder*. Originals only, preferably in good condition. Hurry! **Call Jason on (0622) 850470.**

■ Wanted! *Sim City* and other games on +3 disk, willing to buy or swap for one or two of my games. **Ring Philip on (0904) 760397.**

■ Desperately wanted! *The Hobbit* adventure game for 48K Speccy. Will pay £5. Must be in good condition " NO COPIES". **Phone Ben on (051) 526 8566.**

■ WANTED! 384K PC memory upgrade card for 86 IBM compatible XT, must work perfectly. Can only afford £20 max. **Call Marcus on (0865) 243422 anytime after 6pm Monday to Friday.**

■ Wanted! Disk drive and interface to suit Spectrum +2A. Will pay between £30-£40 (Can't afford too much). **Phone Kevin on (0366) 383901.**

■ I desperately want *WWF*. I will swap *Thundercats*, *Ghostbusters*, *Horace goes Skiing* and *Alien Kill*. **Ring Richard on (0770) 83651.**

■ Wanted – Wafadrive cartridges, will pay up to £2 each if in good condition. **Please call Howard on (0362) 693825.**

■ Wanted! Opus Discovery 1 Disk Drive for 48K Spectrum. **Phone Alan on (081) 693 4134 evenings.**

■ Wanted: +D disk drive interface and CP/M + system disk for Spectrum +3. **Telephone Ian on (0480) 411509.**

■ Wanted – ZX Interface 1 and ZX Microdrive. **Ring Donald on (0742) 393128.**

■ Please could anyone help me to obtain tape containing the game Batty for the Spectrum 48K? **Call Claire on (0450) 370725.**

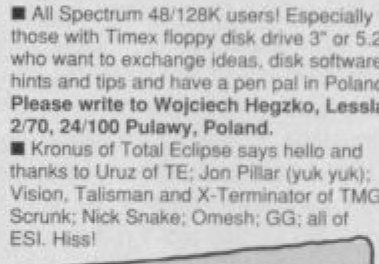
■ MIDI Interface for AX Spectrum wanted. Micon or similar. **Tel Mike on (061) 775 5199.**

■ Will pay for *Exolon*, *Chronos* and *Finders Keepers*. **Call Andrew on (0933) 677964.**



■ All Spectrum 48/128K users! Especially those with Timex floppy disk drive 3" or 5.25", who want to exchange ideas, disk software, hints and tips and have a pen pal in Poland. **Please write to Wojciech Hegzko, Lessla 2/70, 24/100 Pulawy, Poland.**

■ Kronus of Total Eclipse says hello and thanks to Uruz of TE; Jon Pillar (yuk yuk); Vision, Talisman and X-Terminator of TMG; Scrunk; Nick Snake; Omesh; GG; all of ESI. Hiss!



■ Games on +3 disk, boxed with full instructions: *Batman*, *Turrican*, *Thunderblade*, *F16*, *Untouchables*, *Tomahawk*, *Midnight Resistance*. Games on tape, boxed with full instructions. *Lone Wolf*, *Shadow Warriors*, *Lemmings*, *Turtles*: £3 each, Konix Navigator joystick, boxed: £5. **Call Benjamin on (0909) 772968.**

■ I will swap my *Myth*, *Powerdrift*, *Platoon* and *Shadow of the Beast* for your *Silkworm* and *Ivan Ironman's SORR*. Two for one or five for two. You know it makes sense! Cash may be negotiable. **Call Stephen on Cambridge 359830.**

■ I want *Sly Spy*, *Street Fighter*, *Operation Wolf*, *Operation Thunderbolt* and *Robocop*. Will swap *Flash Gordon*, *The Hit Squad*, *Pro Ski*, *Samurai Trilogy*, *Assault Course*, *Guardian Angel*, *Vindicator*, *Bomb Fusion* , *Cauldron 1* and *2*. Two for one, 48K originals only. Must be working. **Phone Philip on (0903) 29618.**

■ I will swap my *Final Fight* for either *Lemmings*, *Rodland* or *Turtles 2*. I will also swap *Edition 1* (four games) for *Barbarian 2* and *Slightly Magic*. On top of that, I will sell *TMHT*, *AD & D* and *Robocop* for £10. It's a bargain. **Ring Matthew on Nottingham 232492.**

■ For sale! *3D Construction Kit*, £10, *Dizzy's Excellent Adventures*, £5, *Lords of Chaos* and extension for £8, *Rick Dangerous 1* and *2*, £5 each, both for £8. **Call David on 041 954 6774.**

■ RAM music machine, sampling drum machine and music composer, £40. Note, for +2A (black case) only. 16 YS mags, offers. **Ring (0922) 722642.**

■ I will swap *Nightbreed* and *Midnight Resistance* for your *Puzznic* and *Plotting*. Originals only. Hurry please! **Call Matthew on (0904) 690924.**

■ For sale: Spectrum light gun games. *Missile Ground Zero*, *Solar Invasion*, *Operation Wolf*, *Rookie*, *Bullseye* and *Robot Attack*. £2 each tape. **Telephone Duncan on (0843) 869323.**

■ Swap! I will swap *Double Dragon 2* for *Super Off Road Racer* or *Ikari Warriors*. Originals only. **Phone David on Helensburgh 821 035 evenings only.**

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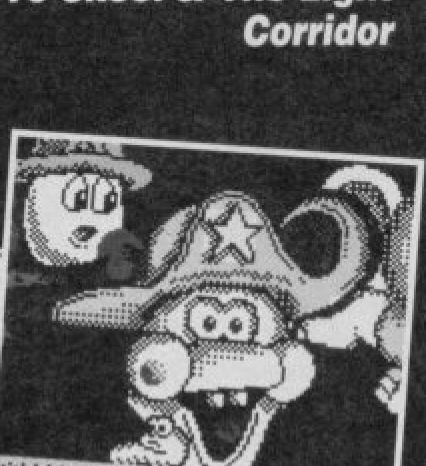
YS hints'n'tips TIPSHOP



New Year's greetings to one and all and welcome to one of the best bits of the best Spec mag in the universe. This month in Tipshop we've got a whole bundle of goodies to help you cheat, lie and murder... Erm, well, maybe just cheat. In fact, this month's collection of hints and tips is so stonking that you'd be forgiven for thinking it was Christmas all over again!

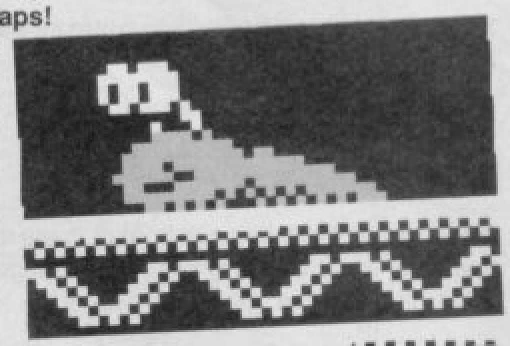






STEG

What a slimer! For those of you having trouble reaching the upper levels Matthew Willis has got the level codes and Ian Davies the cheat. Take it away chaps!



Here are the level codes!
2. RDNUHCCMGU
3. EDOUTIOCKO
4. HDPFUVLCCM
5. ODQMFUVLIC
6. MEBHETPIAG
7. LECGODTRHK
8. NEDGFLDVRL
9. OEFVHAGHLV
10. PEGTTHIGLD

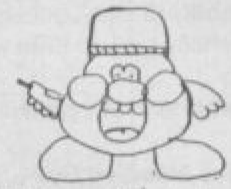
And here's Ian!

I was going to send in the level codes for Steg, but here's the cheat mode. Type in IWANACHEAT as the level code and then pause the game (H), then enter to complete the level and go on to the next level.

That should sort you out. Thanky danky!

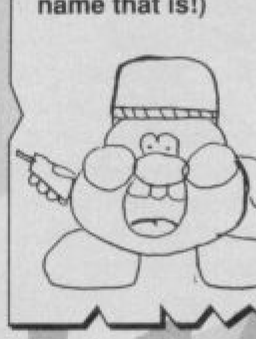
SERGEANT SEYMOUR

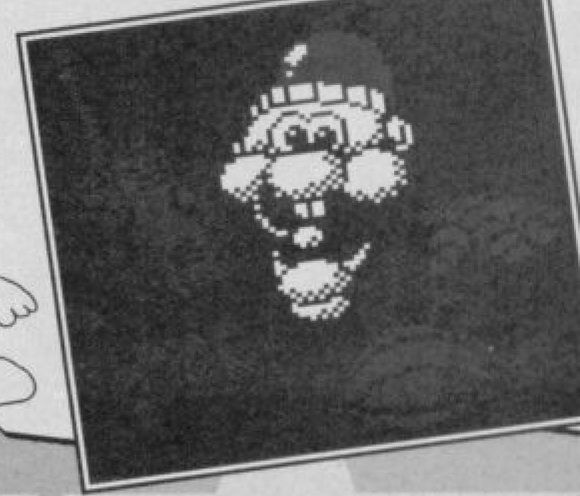
Eloise Allen has been hooked by *Sergeant Seymour*, she simply can't stop playing it. When she isn't playing it, she's busy thinking of tips! For your delight and delectation, here are what the icons mean.



- **RAINBOW** Gives Seymour speed
- **CHERRIES** Points
- **POLICE HAT** Can kill one baddie with it by walking into the baddie
- **FIREBOLT** Lasts for seven seconds
- **BLUE DIAMOND** Freezes baddies
- **RED DIAMOND** Kills you – avoid
- **APPLE** Points
- **MELON** Points
- **HANDCUFFS** Everlasting bullets – 'til you get killed!
- **HAMBURGER** Points
- **STRAWBERRY** Points
- **LOLLIPOP** Points

A badge is on the way, Eloise. (What a pretty name that is!)





RODLAND

Thomas Adams knows this cutesey beat-'em-up inside out and he's decided to impart some of his specialist knowledge to you. What a little peanut!

The naughty nasties explained

Bushies Quite slow and easy to kill.

Polymorphs Avoid being in front of these ugly creatures, because if they poke their tounges out at you you're as good as dead.

Nessies If you are on the same level as these Scottish myths they'll run at you. It's best to kill them quickly.

Wasps Quick and bang 'ard. Kill them as soon as you get the chance.

Sharks Don't stand underneath them cos they might cry! You've heard of acid rain – these are acid teardrops.

Spuds The easiest of the lot. Don't bother killing 'em 'til you've got all the flowers so you can get the extra letters.

Starfish You don't want a boomerang up your botty, so kill 'em quickly.

Lobsters Don't get too close unless you want a shelly claw to grab you.

Rabbits Pretty harmless really.

Blue Meanies Due to the rather monochrome quality of this game the blue meanies are actually white, but never mind. Still, they're incredibly mean but, luckily, only appear when you take too long to clear a level.

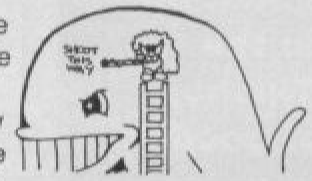
Strange paper bag type things If you stand above one of these, watch out for the dangerous flying spearheads.

Crocs First Boss



When shooting the big crocs never stand closer than three floor segments away. This gives you enough time and space to shoot the little crocs. When you shoot the weird blobby things they give you the bouncy bombs. With two players it's best if Player One does all the crocs on the left and Player Two all the crocs on the right.

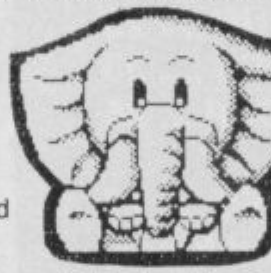
Whales Second Boss



Build a ladder about one eye width from the right of the whale's eye (see diagram) and stand on top of it. Now keep firing towards the whale's eye. When he turns to face you, keep firing the same way. The baby whales can't get you at all so don't move. The blobby things give four-way flying bombs, but don't bother using them. In two-player mode, Player One do as above and Player Two stay at the right of the screen shooting the baby whales and blobby things.

Elephant Third Boss

Stay under the platform at the left of the screen shooting the baby elephants and blobs. When the elephant falls to the floor, run out, shoot him a couple of times and then run back again. Keep doing this 'til he dies. In a two-player game have one player at each end of the screen. The blobby things give you upward flying missiles.



Goat Demon Final Boss



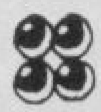
Stand to the extreme left of the screen and only shoot Mr D Mon (geddit?) when he's right next to you. Shoot all the things he chucks at you and don't bother using the missiles that the blobby things produce. It takes a long time to kill old goat features, but stick at it cos Tam and Rit's mum is just around the corner! Again, in two-player mode have one player at each end.

Weapons

All these weapons appear when you kill nasties. (Unless you're in the E-X-T-R-A game, but you know that anyway.)



Bouncing Bomb Bounces around the screen 'til it hits a) a wall, b) the ceiling, or c) a naughty nasty.



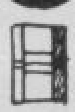
Four-way Bomb Four bombs fly around the screen killing any nasties they touch.



Bomb Explodes and kills any nasties that are near it.



Missile Shoots off to either side killing the first nasty it touches.



Blades Fly off on both sides killing any nasties they touch.

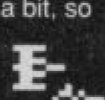
It always seems such a shame to deal death blows to cuties, but hey! somebody's got to do it.

GUARDIAN 2

John Drake has figured out how to stay alive for longer than five seconds in this amazing and amazingly difficult arcade game. Hurrah!

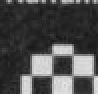
- The first thing you need to do is learn how to control your ship. Throw away your joystick and hunker down to the keyboard – it's the only way to play. But! To make things a bit easier you can forget about the Hyperspace key altogether. (It's a bit useless.)

- The easiest way to avoid enemy bullets when you're zooming along is to reverse twice. As you turn around, the screen scrolls a bit, so the bullets will be pushed off the edge of the screen and disappear into the far-off ether.



- As soon as you start a level, go left and shoot the two dynamos. This will make things a whole lot easier later on!

- Don't chase the landers. Stay just below the stargate and watch the scanner. When you see a lander making off with one of your blokeys, press up and you'll go straight to the scene of the kidnapping. Zoom in at top speed, go past the lander then suddenly reverse. The lander's bullets will shoot off in entirely the wrong direction, and you can zap it and catch the human. Hurrah!





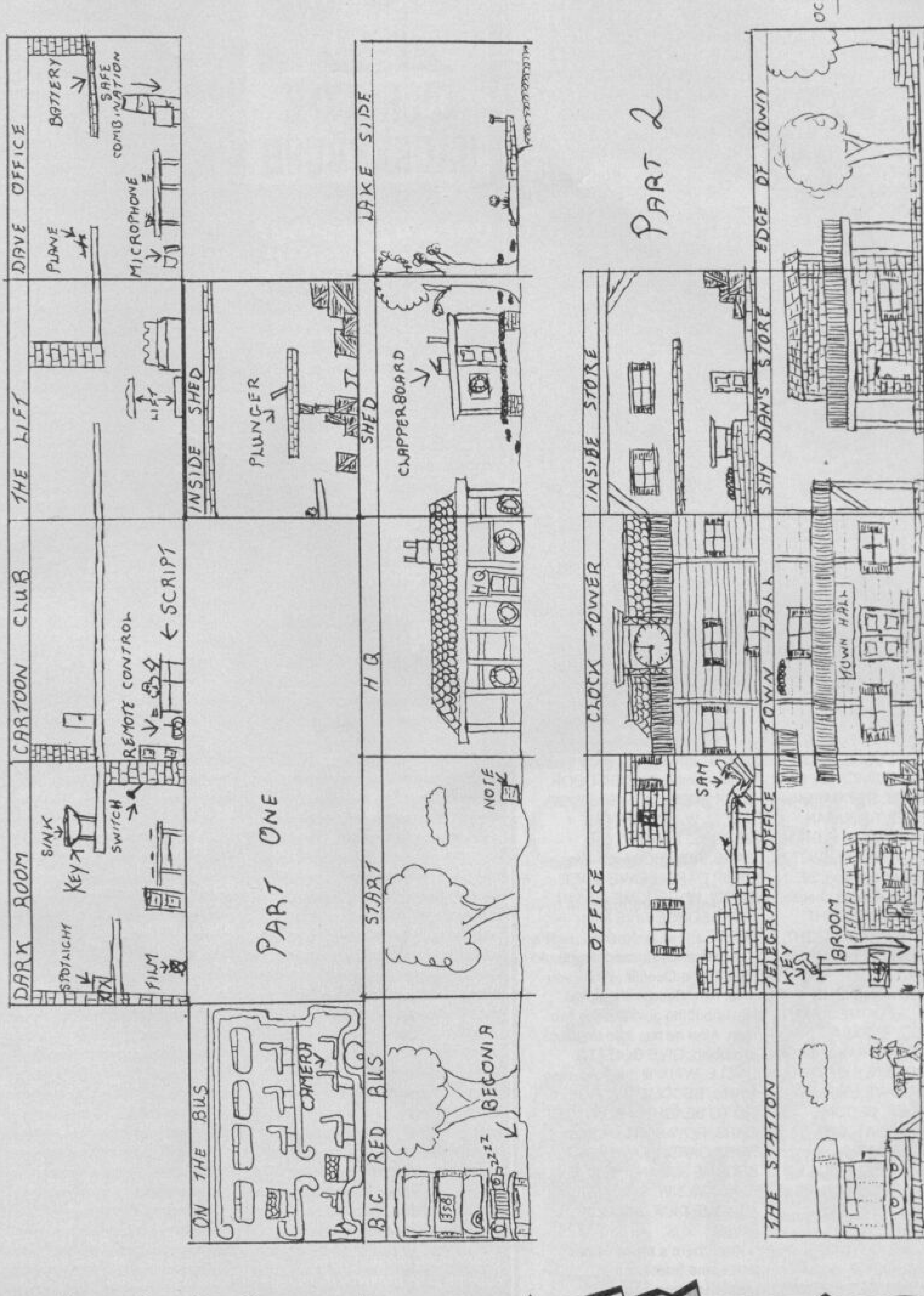
- It's possible to steal a human away from a lander, but you must shoot the lander afterwards, otherwise when it reaches the top of the screen, your poor little blokey will get killed.

- For practice, shoot all the humans, and you'll be thrown into space. Strangely enough, it's easier to survive here (cos everything comes straight at you). Hone those dodging skills!

- Infy lives take all the fun out of the game!

WILD WEST SEYMOUR

Following on from from last month's complete solution, John Turner has sent in these rather spiffy maps of the first two levels of the Codies' *Wild West Seymour*.



FAMOUS FIVE

James Eagle and Robert Collins have sent in the complete solution to our stunning covertape adventure - *The Famous Five*.

BECOME GEORGE, S, SW, E, BECOME JULIAN, WAIT 'til the train arrives, LEAVE TRAIN, Ex3, BUY ICES, GIVE ICES TO GEORGE, BUY GINGER BEER, W, NE, N, W, OPEN DOOR, W, SAY GEORGE N, S, TURN ON WIRELESS, BECOME GEORGE, W, OPEN DOOR, W, GET ALL, E, WAIT 'til you're thrown out, S, BECOME JULIAN, N, U, S, GET BATTERIES FROM CLOCK, GIVE BATTERIES TO DICK, N, W, S, X BED, GET MATCHES, GIVE MATCHES TO DICK, N, E, D, W, N, GET TORCH, S, GIVE TORCH TO DICK, S, OPEN WINDOWS, W, N, GET ROPE, SAY DICK PUT BATTERIES IN TORCH, SAY GEORGE GIVE ME SPADE, S, E, N, E, S, TURN ON WIRELESS, SAY JOANNA GIVE GLOVES TO DICK, N, OPEN DOOR, E, E, NE, E, BECOME GEORGE, TALK TO ALF (he will give you Timmy), IN BOAT, GET OARS, ROW BOAT six times, DROP OARS, LEAVE BOAT, SE, NE, BECOME JULIAN, X HEATHER, TIE ROPE TO STUMP, DROP ROPE, D, BREAK CRATE, GET AXE, U, SW, NW, PULL BOAT, SE, N, NE, DRINK GINGER BEER, BECOME GEORGE, EAT CAKE, BECOME DICK, UNWRAP SANDWICHES, EAT SANDWICHES, GET PAPER, GIVE GLOVES TO JULIAN, GET STICKS, SW, E, E, DROP STICKS, W, W, S, NW, WAIT 'til you see a storm brewing, SE, N, E, WAIT 'til you start to sneeze, E, STRIKE MATCH, LIGHT PAPER WITH MATCH, LIGHT STICKS WITH PAPER, DROP PAPER.

W, W, S, NW, N, NE, IN SHIP, D, W, BECOME JULIAN, X SEAWEED, BREAK CUPBOARD WITH AXE, OPEN CUPBOARD, SAY DICK GET BOX, E, U, LEAVE SHIP, SW, S, PUSH BOAT, BECOME GEORGE, IN BOAT, GET OARS, ROW BOAT six times, DROP OARS, LEAVE BOAT, W, SW, W, OPEN DOOR, W, U, U, BECOME DICK, OPEN WINDOW, THROW BOX THROUGH WINDOW, D, D, W, S, OPEN WINDOWS, W, SAY JULIAN W, SAY GEORGE W, SAY ANNE W, WAIT 'til Uncle Quentin starts to snore, OPEN WINDOWS, QUIETLY E, OPEN DRAWER, GET BOX, OPEN BOX, GET MAP, READ MAP, DROP MAP, DROP BOX, QUIETLY W, W, E, SE, NE, E, NE, E, BECOME GEORGE, IN BOAT, GET OARS, ROW BOAT six times, DROP OARS, LEAVE BOAT, SE, NE, GET ROPE, UNTIE ROPE, SW, N, SAY JULIAN GIVE ME GLOVES, WEAR GLOVES, TIE ROPE TO BUSH, PULL ROPE, DROP ROPE, D, U, DROP GLOVES, SAY DICK GET ROPE, SAY DICK UNTIE ROPE, E, SAY JULIAN DIG, SAY TIMMY DIG, SAY DICK TIE ROPE TO RING, SAY DICK GIVE ME ROPE, PULL ROPE, UNTIE ROPE, GIVE ROPE TO DICK, BECOME JULIAN, SAY DICK TURN ON TORCH, D, D, W, NW, NW, S, X COLUMN, PUSH GRILLE, N, SW, SW, BREAK DOOR, N, GET LANTERN, BECOME DICK, S, SE, N, D, D TIE ROPE TO LADDER, DROP ROPE, D, W, N, SW, SW, X MATTING, GET KEY, UNLOCK DOOR, OPEN DOOR, N, SAY GEORGE EAT SCONES, SAY GEORGE GET GOLD, S.

At this point you need to WAIT 'til Julian tells you his idea. When Timmy growls, see where he's pointing at, then go around the corner, so if he points SE then hide at the location which is NE of the dank chamber, and vice versa.

WAIT three times, go to the dank chamber, CLOSE DOOR, LOCK DOOR, NE, NE, SE, SE, E, U, U, W, SW, BECOME GEORGE, IN BOAT, GET OARS, ROW BOAT six times, DROP OARS, LEAVE BOAT, W, SW, W, BECOME JULIAN, SAY GEORGE GIVE ME GOLD.

Now wander around 'til you meet Uncle Quentin. When you meet him, George should tell him about the gold and the two men. After he has said that this is rubbish, GIVE GOLD TO UNCLE. WAIT 'til the policeman arrives, BECOME GEORGE, GO TO BEACH, IN BOAT, GET OARS, ROW BOAT six times, DROP OARS, LEAVE BOAT, BECOME JULIAN, SE, N, E, D, D, W, NW, NW, SW, SW, BECOME DICK, UNLOCK DOOR.

And there's more where that came from on the opposite page. Hurrah!

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Yes, fine, sure, a football. No problem. Nurse Brittenhouse the elf will give you a special gift from her magic sack. Now get out, repulsive child. Oh, hello. I've been driven to taking a part-time job by circumstances and my landlord. Anyway, come into the Magic Grotto and keep out of the way. I'll deal with your problems momentarily. Nurse! Send in the next horrid juvenile while I adjust my whiskers and cheerful grin.

BACK TO SKOOL

Hello little boy. Oh, you've written me a poem on lavender paper. How nice. Now shut up for a moment. Right. Back in Issue 73, Daniel Ramsey got completely stuck in, yes, *Back to Skool*. My eminent predecessor, that wastrel Berkmann, failed to solve his problem. But see how crafty Hackenbush comes up with the goods, a mere year late. Lee Rawling has sent in a solution, but he's probably dead by now so I'll paraphrase his letter and tell you myself. First of all, search all the desks in both the boys' and girls' schools until you find the water pistol and the stink bomb. Now fill up the trophies on the walls and fire the catapult to knock the water over the teachers. When you've got all the code numbers, write them on a clean blackboard in this order: Wacker's, Creak's, Rockett's and Withit's. If it doesn't work try another order, but Rawlings reckons this one will work most of the time. Anyway, once you've done that play by the rules until you've got Library. Now go to Wacker's room, wait until he's coming up the stairs and drop the stinkbomb. More next month. I'll just get my marker pen and note down where we left off on this piece of scrap paper. Nurse! This rotten boy appears to be biting me in the leg.

THE LIGHT CORRIDOR

They're getting rather rowdy out there. Can't hear myself think. Nurse! Did you bring the gas bottles? Good. Just spray a bit of anaesthetic around. That's better. Now on to Marc Forrester, *Empire* veteran and, judging by the number of bulletin boards quoted on his letters, the man who keeps Iain Vallance in striped suits. "Hello. First of all, just what was the answer to Secret Word Competition Number 2 – the fish known as brosmius brosme?" Ah. I can't remember, to be honest. But carry on. "Why do all these adventure bits keep appearing in the Clinic?" A fine question. Nurse! Remind me to call that Kemp fellow and find out the answer. "Anyway, I'm really writing with a tip for *The Light Corridor*. Don't pick up the extra bat which automatically tracks the ball (the symbol that looks like two rectangles joined at the corner) – if it goes behind a wall, you can't coax it out, and the only solution is to turn off and start again." Thank you Forrester. Have a plastic snowman with my compliments.

AU SECOURS

Kevin Dunsmuir: "I'm stuck in that old Bulldog game *Streaker*. I've only managed to find the pants and the vest. What now?"
A Broadhead: "I just can't open the forcefield doors (or any doors for that matter) in *V*. It's really stressing me up." You should see a doctor; my rates are reasonable.
Darren M: "After using the *Pokerama* POKE for *CJ's Elephant Antics*, I can't get past the two volcanoes that suddenly appear at the top of the Africa level. They just lead to a wall."
KJ Grove: "I'm stuck right at the beginning of *The Hunt For Red October* (the Grandslam version)."
David Antcliffe: "On Level Two of *Tusker*, I can find the orb and get the key from the chieftain, but I can't get any further than that. Also, where's the slingshot?"

Another day, another dollar. Nurse! What's the manager of this store paying me again? Oh, I was right. Close the doors to the Magic Grotto and man the gas bottles. Santa Hackenbush is going on strike for better wages. In the meantime folks, here's Secret Word Number Four. It's a nine-letter word, beginning with D that means a Central Asian wild ass, rather like a mule. Enclose your answer along with a tip or a snag and send it to me, Dr Hackenbush, at the YS Clinic, 30 Monmouth Street, Bath BA1 2BW. You could well win, well, something. Ho ho and ho again and goodbye.

PRACTICAL POKES

The trouble with pokers is that they're useless without an open fire. Except Jon North of course!

It seems like everyone's been really busy this month. I've coded two new scrollies in Pokerama, Hackers Notveryanonymous have had about two hours' sleep in the last four weeks to get their stuff done, and a few new faces have been hacking games for the first time – all of which leaves me very little time to waffle, so I won't.

STEG

A new face to the column, but one which has promised rather ominously to return, is Jeff Braine of Melksham in Wiltshire. Not only has he hacked *Steg* for you all (delete the line that isn't for your machine or it'll crash), he's also quite fond of Wendy James. A man of taste! Cheers, Jeff, me old mucker.

```
5 REM STEG BY JEFF BRAINE
10 CLEAR 24319: LOAD ""CODE
20 POKE 24375,251: POKE
24376,201
30 POKE 24377,243:
RANDOMIZE USR 24320
40 POKE 31985,0: POKE 33234,0
50 POKE 33255,0: POKE 37437,0
60 RANDOMIZE USR 24377:
REM 128K
70 RANDOMIZE USR 32768:
REM 48K
80 REM DELETE EITHER 60 OR
70!!
```

A FAVOUR FOR A FAVOUR

Jeff seems to be getting major probs from R-reg decrypters (I think he's probably using DevPac) and was desperate for the *Rainbow Islands* routine I coded yonks ago – so here it is. It not only gives you infy lives, but stops you losing your extra rainbows when you lose a life.

```
10 REM R.I. by Jon North
20 FOR F=16384 TO 16453
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 16384
50 DATA 221,33,203,92,17
60 DATA 30,15,62,255,55
70 DATA 205,86,5,48,241
80 DATA 33,149,98,54,195
90 DATA 35,54,30,35,54
100 DATA 64,49,224,92,201
110 DATA 33,138,11,34,145
120 DATA 130,62,201,50,187
130 DATA 128,201,33,229,130
140 DATA 22,100,1,0,1
150 DATA 89,115,35,114,33
160 DATA 62,64,237,176,195
170 DATA 161,130,62,217,50
180 DATA 59,254,195,122,163
```

THE OBLIGATORY ONSLAUGHT

Not a month goes by without Scotland's Notveryanonymous hackers getting in on things in a big big way (unless they're elsewhere coding a POKEs tape for the cover!), so off we go. All these routines are almost intolerably short, so I've got room to print loads of them. Resounding cheers, lads!

```
10 REM MENTAL BLOCK BY HA
20 CLEAR 34927: LOAD ""CODE
30 POKE 65153,0: LET A=34816
40 READ B: IF B=999 THEN
RANDOMIZE USR 65136
50 POKE A,B: LET A=A+1: GOTO
40
60 DATA 175,50,57,142: REM
INFY TIME
70 DATA 175,50,39,145: REM
INFY LIVES
80 DATA 175,50,5,140: REM 1
TILE TO COMPLETE
90 DATA
195,223,136,127,72,65,57,50,999:
REM END MARKER
```

```
10 REM ABU SIMBEL BY HA
20 CLEAR 24500: LOAD ""CODE
30 POKE 65292,201:
RANDOMIZE USR 65280
40 POKE 65334,98: LET A=25104
50 READ B: IF B=999 THEN
RANDOMIZE USR 65293
60 POKE A,B: LET A=A+1: GOTO
50
70 DATA 175,50,68,186: REM
INFY LIVES
80 DATA 175,50,234,176: REM
IMMORTAL
90 DATA
24,3,127,72,65,195,16,164,999:
REM END MARKER
```

```
10 REM TETROID BY HA
20 CLEAR 39927: LOAD ""CODE
30 POKE 65150,251: POKE
65151,201
40 RANDOMIZE USR 65136
50 POKE 44947,98: REM 1 LINE
TO COMPLETE
60 RANDOMIZE USR 39928
```

```
10 REM BIGNOSE BY HA
20 CLEAR 24499: LOAD ""CODE
30 RANDOMIZE USR 24500
40 POKE 42822,0: REM INFY
LIVES
50 RANDOMIZE USR 36744
```

BIG SHOUTS

This month's big shouts go to a duo called the Funky Marshmallows in Northants for their three routines, someone who shall remain nameless (because there was no identity on their letter) for all the old Ultimate stuff, and Dan Someoneorother for his *Hard Drivin'* bits. I'm sure they'll come in handy someday.

TATTY BYES

And with all that out of the way, it's time for me to hot-foot it off this page and onto your telly. Routines for the column should be sent to me, Jolly Jon Jonty Sandy Athan, PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW, that's the very same place you should send your 48K tapes if you want them hacked on next month's Pokerama (with a suitable SAE if you want them back).

Please don't send 128K tapes or disks, because I can't do anything with them. Sorry! See you in the rather spiffy scrollies (all seven of 'em!)

MORE FAMOUS FIVE

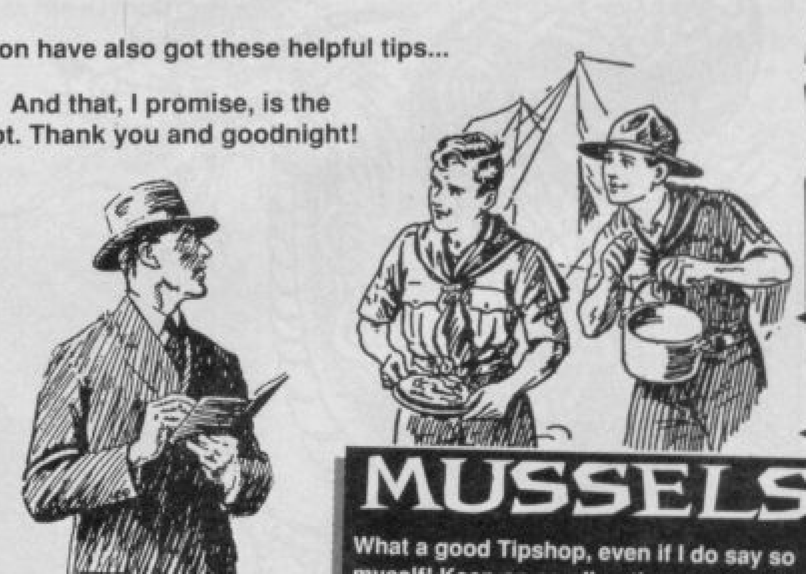
James and **Robert**, not content with giving us the complete solution have also got these helpful tips...

- At the start, George is not always where she is expected to be for the first part of the solution to work. Dont worry, just find your way to the shop.
- Don't worry when Timmy falls down the well – it's meant to happen. Honest.
- Sometimes one of the Five will refuse to do what you say because they want something to eat. If this happens and you've got no food left just BECOME that character and carry out the action. The become whoever you were before.

DO NOT...

- Wake up Uncle Quentin too many times otherwise he'll put you on the next train home.
- Turn on the wireless too many times (ditto).
- Mess around after you start to sneeze on the island. There's a limit to the amount of turns you can have, if you reach this limit it'll be the dreaded Game Over.
- Go into Uncle Quentin's study when the stranger is in there, he'll have no qualms about putting you on the next train home again.
- The game will recognise some of the more well-known swear words (ha ha). Of course, you can always use the command SWEAR AT...

And that, I promise, is the lot. Thank you and goodnight!



MUSSELS

What a good Tipshop, even if I do say so myself! Keep on sending those maps, hints, crabsticks, tips and cheats to me, Linda B, at YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

YS ADVENTURES



Lo! Is it the Prince of Mauve that rides this way? Yep, it sure is!

DRAGON SLAYER

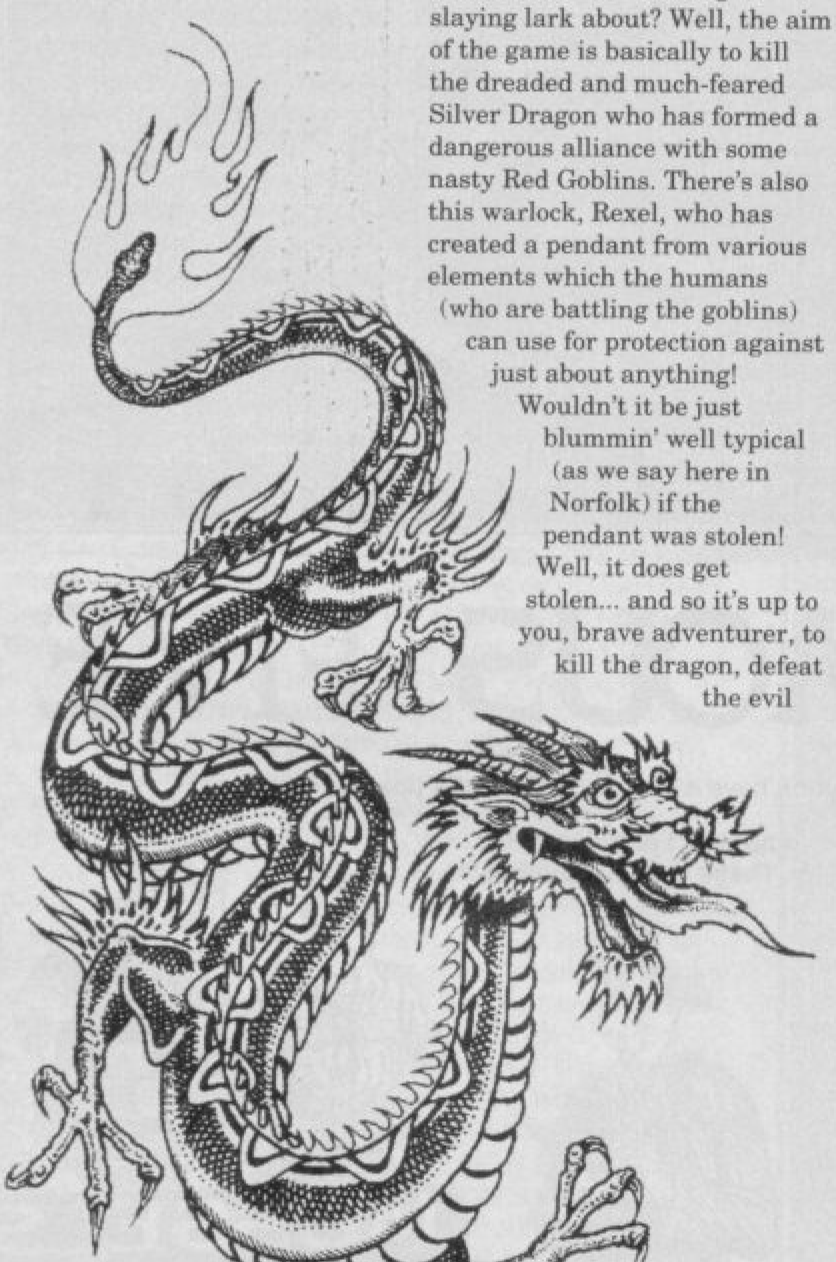
By: Dream World



Dragon Slayer is the first adventure by Martin Freemantle. He's taken a traditional fantasy theme,  added the odd graphical special effect here and there and has come up with a pretty smart game for a first effort.

So what's all this dragon slaying lark about? Well, the aim of the game is basically to kill the dreaded and much-feared Silver Dragon who has formed a dangerous alliance with some nasty Red Goblins. There's also this warlock, Rexel, who has created a pendant from various elements which the humans (who are battling the goblins) can use for protection against just about anything!

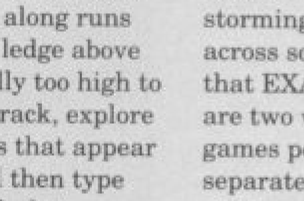




Wouldn't it be just blummin' well typical (as we say here in Norfolk) if the pendant was stolen! Well, it does get stolen... and so it's up to you, brave adventurer, to kill the dragon, defeat the evil goblins and also battle wolves and serpents along the way. Bet you are getting excited, eh? So you should be as the game starts off very well with every item needed to make a good start being found in the first ten or so locations.

The dusty road that you find yourself travelling along runs east, and there's a ledge above you which is initially too high to reach. Follow the track, explore the grassy outcrops that appear here and there and then type START. Why? Well, that command brings up a map of the first few locations so you know where you are. It's a nice little touch – just a shame it doesn't cover more of the game area. Nice little touch number two comes when you find and enter a cave, your reward being a suitably atmospheric piccy!

But it's not all nice surprises and carefree wandering in the early part of the game. You'll need to have a hefty brain storming session when you come across some leaves. Remember that EXAMINE and SEARCH are two words that in most games perform two distinctly separate actions. Even so you'll still have to think of a few other ways to manipulate the leaves before you can move on, up and out into other areas of the game world. Finally, nice touch number three is in the form of a simple bit of animation which takes

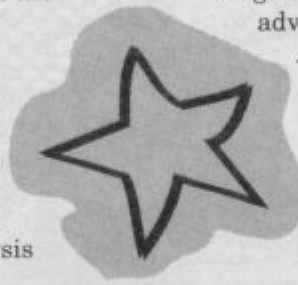




place if you manage to climb up onto the ledge. Phew! And all crammed into the first ten minutes.

Right the way through the game the fantasy atmosphere is kept up quite well, mainly because a lot of the problems are typically fantastic. As you progress from the early section to the middle of the game, you'll even come across a greedy troll guarding a ricketty bridge. The objects you find or obtain are also traditional in shape, size and, more often than not, in their use. That doesn't mean you'll know what to do with everything you find though. Only in the latter stages will things get harder – the main challenge being that the vocabulary is a bit limited. Cue head scratching and flipping through dictionaries for appropriate synonyms!

In the final analysis I'd say the beginning was the best bit – with all the nice little touches being found there, the middle segment doesn't really build from the beginning and the end comes on a bit too quickly and is a tad too hard. However, having said that, there is still enough in it to pose the average adventurer a few problems.



At any rate it holds one's interest from start to finish. I'll certainly keep an eye out for future Dream World Adventures!

Title: *Dragon Slayer*
From: Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent DA12 4HL
Price: £1.99 (48K tape), £2.49 (128K tape), £1.99 (48K + D disk), £2.49 (128K + D disk), £3.49 (+3 disk). Make cheques and POs payable to M Freemantle. Overseas customers add £1.00.

TEXT	■■■■■□□□□□
VALUE	■■■■■■■□□□
PERSONAL RATINGS	■■■■■■■□□□

THE GERBIL RIOT OF '67

By: The Guild/Simon Avery

Strange title eh? Strange game! Let me explain... You've been accused of instigating the great Gerbil Riot of 1967, and have been sent to a 'home for the confused'. This home turns out to be an asylum and you've got to escape from it!

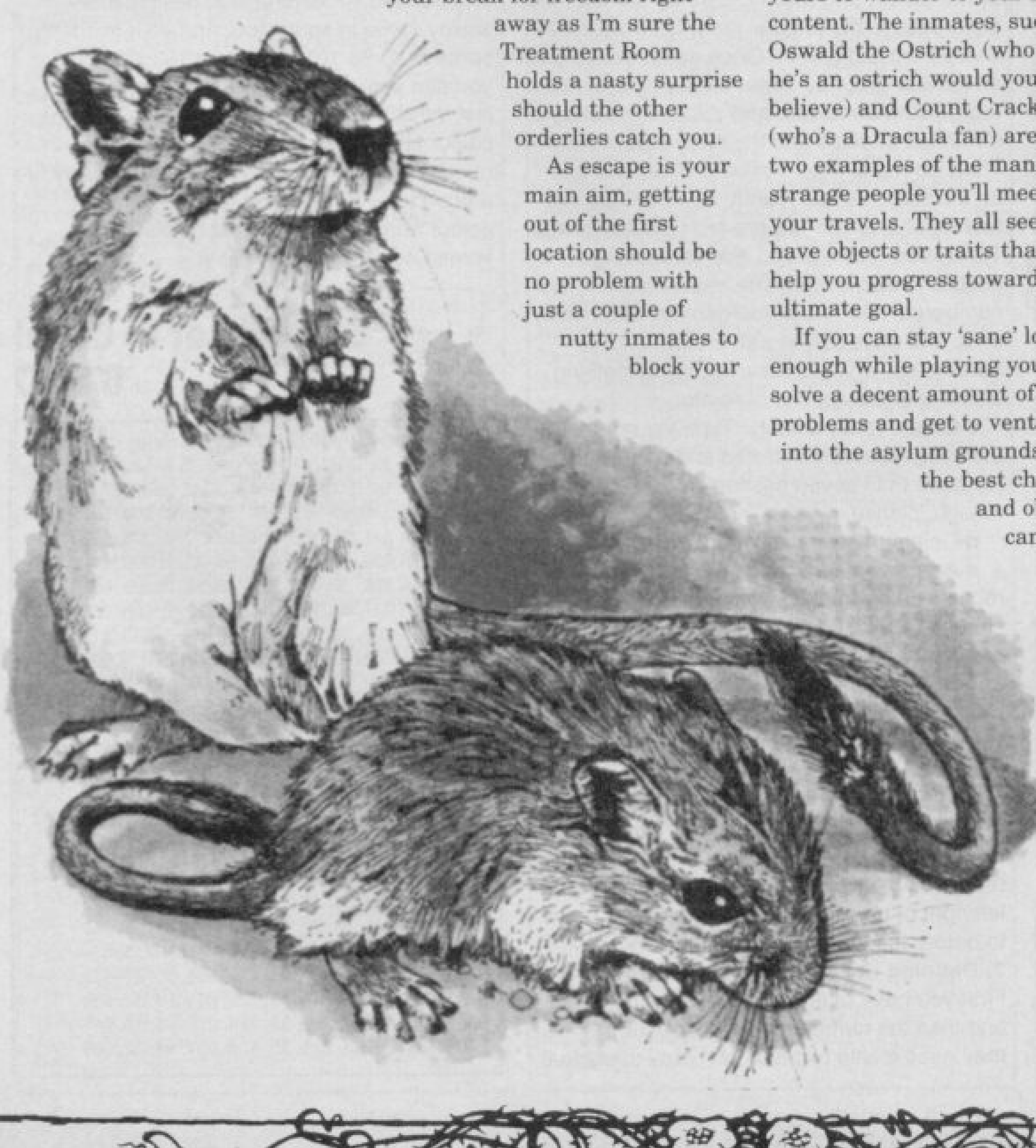
As befits a game of this nature, you'll soon see that the objects, inmates, surrounding locations and situations you find yourself in are all suitably weird and wacky. The first location of this text only game is the Treatment Room. It's a place that the other inmates associate with pain and suffering. You won't have to look far before you find a body slumped on the floor. Examine it and you find a half-empty hypodermic syringe in the arm of the 'sleeping' orderly. It seems that you were responsible for putting him to sleep so it might be a good idea to make your break for freedom right away as I'm sure the Treatment Room holds a nasty surprise should the other orderlies catch you.

As escape is your main aim, getting out of the first location should be no problem with just a couple of nutty inmates to block your progress, and soon the upper regions of the loony bin will be yours to wander to your heart's content. The inmates, such as Oswald the Ostrich (who thinks he's an ostrich would you believe) and Count Crackers (who's a Dracula fan) are just two examples of the many strange people you'll meet on your travels. They all seem to have objects or traits that will help you progress towards your ultimate goal.

If you can stay 'sane' long enough while playing you get to solve a decent amount of crazy problems and get to venture out into the asylum grounds where the best characters and objects can be found. You'll meet a squirrel who asks you to construct something for him. Now in most games you get to meet characters who ask favours of you, but what's different here is that the squirrels request involves finding several different objects, combining them and making the resulting object work. In return the squirrel gives you something suitably strange which itself has a use that can only be guessed at until the time to use it becomes glaringly obvious.

All in all it's a great little game that uses characters, setting, names and objects in a novel combined way. It's a beginners' adventure more than anything else, so if you are new to adventuring, and don't know where to start, *Gerbil Riot of '67* is as good a place as any to begin. The fun starts here!

Zenobi Software have just re-released Clive Wilson's and Les Hogarth's ex-Mastertronic icon-driven graphic-based adventures. The three titles are: *Venom*, *Shard Of Inovar* and *Kobyashi Naru*. Being icon-controlled all you have to do to communicate with the games is highlight certain options, press the odd key here and there and you'll be up and adventuring in no time at all. They are especially good for those of you who don't like the keyboard/ mental skills that are required to play a standard game. Prices are: £2.49 each (48k/128k) or £3.49 each (+3 disk) and you can get them from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. Overseas customers add 50p surface mail or £1.00 for air mail. All cheques etc payable to Zenobi Software.



Title: *The Gerbil Riot Of '67*
From: The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX
Price: £2.00 (tape) Make cheques and POs payable to G Collins. Overseas customers add £1.00.

TEXT	■■■■■■□□□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■■□□



Tap tap tappity tap! Here's Craig Broadbent. Hurrah!

Ah, there you are. I was wondering when you'd show up, being, as I'm sure you are, barely able to contain your excitement about the imminent arrival of the second half of Richard Swann's Really Happening *Jet Set Willy* Editor. Well, you're in luck, cos it's, erm, arrived.

JET SET WILLY EDITOR

Part Two

by Richard Swann

Okay, sorry to be reduced to a part of Future Publishing's marketing ploy, but in order to type this program in, you're going to have to own a copy of last month's YS. But, hey, that's not such a bad thing, as not only is YS the best read in the cosmos, but with Part One as well, you'll be able to turn this program into the most versatile editor you've ever seen. You see, this bit, although a separate program, works in conjunction with last month's Block Editor to give you, the reader, a perfectly customised version of the classic game of all time. And isn't that what we all want from life?

This is what you do. Type in the BASIC, then save it (SAVE "filename" LINE 1). Then, and this is the tricky bit, load in the CODE you entered with that new-fangled Decimal Loader last month with LOAD ""CODE, and then RESAVE it after *this month's* BASIC, with SAVE "filename"CODE 23296,256. Okay? Once you've done that, it's back to the Decimal Loader – drag out last month's issue and use it to enter the second lot of code. (Handily marked, Second Lot of Code.) Save it after last month's code on this month's tape (confused yet?) and hey presto – a working copy of the Sprite Editor!

Oi can't be workin' this wossname!

In that case, my good man, simply refer to these instructions. Load in your newly-created Sprite Editor, and when it asks for the *jsw1* file, either load in the original tape, OR your saved levels from last month. Once done, you're back on familiar ground – enter the number of the room you wish to edit, and you'll see a piccy of it with the baddies and their paths both shown. Then it's menu time – options three and four do the same as last month, so I won't go into them, but one and two are radically different:

1) Nasties This lets you edit the moving nasties in each room. The nasties are numbered 1-111, and you can use each nasty once and once only in each room (except number 63, which is reserved for something else). The sub-options here are:

c Create (add) a nasty. Type the number of the nasty you want inserted and up he'll pop. No more than seven nasties on one screen, though, please.

d Delete the last nasty you added.

a Assign a different number to a nasty in the room. You'll be asked which nasty you want to change (1 = first nasty created, 2 = second, etc) and the new nasty number (1-62, 64-111).

e Edit the nasties. In *JSW 1*, nasties can't move diagonally, so you'll be asked whether you want your nasty to move left/right (0) or up/down (1). Then type in the initial and limit co-ordinates. The initial co-ordinates are the x and y values of where your nasty begins, and the limit co-ordinates are the x OR y values (depending on whether your nasty is going left/right or up/down) that the nasty can move to before turning round and going back.

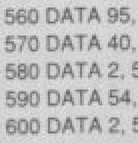
2) Defining the sprite(s) for that one nasty First you have to enter the initial sprite used, and then the number of animation frames. This may need a little explanation – any nasty that changes its shape as it moves is using several frames of animation and cycling through them. If you want your nasty to, say, smile, then frown, then smile again, and so on, it will need two frames of animation. If you entered 100 as the initial sprite, then 2 for the animation frames required, you'd then have to design your smiley sprite in sprite 100, and your frowning sprite in sprite 101 (there are 168 sprites that you can use altogether). See? Anyway, the last thing is the colour of your sprite, and the colour values correspond to those on the number keys of your keyboard. Incidentally, it's a good idea to make the sprite a different colour from the background colour of the screen so that you can see it.

LISTING 1

Second Lot of Code! BASIC

```
90 REM Start: 31488 (use Decimal Loader YS 85)
100 DATA 33, 0, 88, 17, 179, 192, 6, 8, 523
110 DATA 14, 0, 126, 254, 56, 32, 2, 203, 687
120 DATA 249, 35, 126, 254, 56, 32, 2, 203, 957
130 DATA 241, 35, 126, 254, 56, 32, 2, 203, 949
140 DATA 233, 35, 126, 254, 56, 32, 2, 203, 941
150 DATA 225, 35, 126, 254, 56, 32, 2, 203, 933
160 DATA 217, 35, 126, 254, 56, 32, 2, 203, 925
170 DATA 209, 35, 126, 254, 56, 32, 2, 203, 91
180 DATA 201, 35, 126, 254, 56, 32, 2, 203, 909
190 DATA 193, 197, 1, 25, 0, 9, 193, 121, 739
200 DATA 18, 19, 16, 180, 201, 33, 0, 88, 555
210 DATA 17, 0, 171, 6, 16, 14, 0, 126, 350
220 DATA 254, 56, 32, 2, 203, 249, 35, 126, 957
230 DATA 254, 56, 32, 2, 203, 241, 35, 126, 949
240 DATA 254, 56, 32, 2, 203, 233, 35, 126, 941
250 DATA 254, 56, 32, 2, 203, 225, 35, 126, 933
260 DATA 254, 56, 32, 2, 203, 217, 35, 126, 925
270 DATA 254, 56, 32, 2, 203, 209, 35, 126, 917
280 DATA 254, 56, 32, 2, 203, 201, 35, 126, 909
290 DATA 254, 56, 32, 2, 203, 193, 121, 18, 879
300 DATA 14, 0, 19, 35, 126, 254, 56, 32, 536
310 DATA 2, 203, 249, 35, 126, 254, 56, 32, 957
320 DATA 2, 203, 241, 35, 126, 254, 56, 32, 949
330 DATA 2, 203, 233, 35, 126, 254, 56, 32, 941
340 DATA 2, 203, 225, 35, 126, 254, 56, 32, 933
```

```
350 DATA 2, 203, 217, 35, 126, 254, 56, 32, 925
360 DATA 2, 203, 209, 35, 126, 254, 56, 32, 917
370 DATA 2, 203, 201, 35, 126, 254, 56, 32, 909
380 DATA 2, 203, 193, 121, 18, 197, 1, 17, 752
390 DATA 0, 9, 193, 19, 5, 120, 194, 93, 633
400 DATA 123, 201, 76, 69, 68, 32, 90, 69, 728
410 DATA 80, 80, 69, 76, 73, 78, 32, 32, 520
420 DATA 33, 0, 88, 17, 179, 192, 6, 8, 523
430 DATA 26, 203, 127, 40, 2, 54, 56, 35, 543
440 DATA 203, 119, 40, 2, 54, 56, 35, 203, 712
450 DATA 111, 40, 2, 54, 56, 35, 203, 103, 604
460 DATA 40, 2, 54, 56, 35, 203, 95, 40, 525
470 DATA 2, 54, 56, 35, 203, 87, 40, 2, 479
480 DATA 54, 56, 35, 203, 79, 40, 2, 54, 523
490 DATA 56, 35, 203, 71, 40, 2, 54, 56, 517
500 DATA 197, 1, 25, 0, 9, 193, 19, 16, 460
510 DATA 191, 201, 33, 0, 88, 17, 0, 171, 701
520 DATA 6, 16, 26, 203, 127, 40, 2, 54, 474
530 DATA 56, 35, 203, 119, 40, 2, 54, 56, 565
540 DATA 35, 203, 111, 40, 2, 54, 56, 35, 536
550 DATA 203, 103, 40, 2, 54, 56, 35, 203, 696
560 DATA 95, 40, 2, 54, 56, 35, 203, 87, 572
570 DATA 40, 2, 54, 56, 35, 203, 79, 40, 509
580 DATA 2, 54, 56, 35, 203, 71, 40, 2, 463
590 DATA 54, 56, 35, 19, 26, 203, 127, 40, 560
600 DATA 2, 54, 56, 35, 203, 119, 40, 2, 511
610 DATA 54, 56, 35, 203, 111, 40, 2, 54, 555
620 DATA 56, 35, 203, 103, 40, 2, 54, 56, 549
630 DATA 35, 203, 95, 40, 2, 54, 56, 35, 520
640 DATA 203, 87, 40, 2, 54, 56, 35, 203, 680
650 DATA 79, 40, 2, 54, 56, 35, 203, 71, 540
660 DATA 40, 2, 54, 56, 197, 1, 17, 0, 367
670 DATA 9, 193, 19, 16, 133, 201, 0, 0, 571
680 DATA 999
```



JSW Sprite Editor BASIC

```
10 LOAD ""CODE : LOAD ""CODE : BORDER 0:
PAPER 0: PEN 7: CLEAR 31487: RANDOMIZE USR
23390: POKE 23607,124
20 PRINT "JET SET WILLY EDITOR 2""Play your
original tape"
30 LOAD "jsw1"CODE : POKE 59900,255
40 LET o=0: CLS
50 INPUT "Which screen (0 to 60) ";screen: IF
screen<0 OR screen>60 THEN GO TO 50
60 CLS : GO SUB 230
70 PRINT AT 17,0;"1) Nasties 2) Sprites""3) New
Screen 4) File"
80 LET a$=INKEY$
90 IF a$="3" THEN GO TO 50
100 IF a$="1" THEN GO SUB 140: GO TO 60
110 IF a$="4" THEN GO SUB 830: GO TO 60
120 IF a$="2" THEN GO SUB 970: GO TO 60
130 GO TO 80
140 CLS : GO SUB 230
150 PRINT AT 18,0;"See documentation for keys"'mm;"
nasties in this room"
160 LET a$=INKEY$: IF a$="" THEN GO TO 160
170 IF a$="c" AND mm<7 THEN GO SUB 570
180 IF a$="a" THEN GO SUB 600
190 IF a$="e" THEN GO SUB 630
200 IF a$=" " THEN RETURN
210 IF a$="d" AND mm>0 THEN GO SUB 390
220 GO TO 140
230 LET pointer=screen*256+49152: POKE
23303,pointer/256: POKE 23404,pointer/256:
RANDOMIZE USR 23402: RANDOMIZE USR 23296
240 PRINT : FOR n=pointer+128 TO pointer+159:
PRINT CHR$ (PEEK n);: NEXT n
250 LET cy=INT ((PEEK (pointer+215))/32)
260 LET cx=(PEEK (pointer+215))-(cy*32): IF (PEEK
(pointer+216))=95 THEN LET cy=cy+8
270 LET cl=(PEEK (pointer+217)): LET cd=(PEEK
(pointer+214))
280 GO SUB 360
290 LET sy=INT ((PEEK (pointer+219))/32)
300 LET sx=(PEEK (pointer+219))-(sy*32): IF (PEEK
(pointer+220))=95 THEN LET sy=sy+8
310 LET sl=(PEEK (pointer+221)): LET sd=(PEEK
(pointer+218))
320 GO SUB 410
330 GO SUB 960
340 GO SUB 450
350 PRINT AT 21,0;"screen ";screen: RETURN
360 PRINT AT cy,cx;
370 FOR n=1 TO cl: PRINT "=";: NEXT n
380 RETURN
390 INPUT "Are you sure? "; LINE a$: IF a$<>"Y"
AND a$<>"y" THEN RETURN
400 FOR n=pointer+238+(mm*2) TO pointer+15:
POKE n,0: NEXT n: POKE pointer+238+(mm*2),255:
RETURN
410 LET tsx=sx: LET tsy=sy: FOR n=1 TO sl
420 IF sd=0 THEN PRINT AT tsy,tsx;"": LET tsy=tsy-
1: LET tsx=tsx-1
430 IF sd=1 THEN PRINT AT tsy,tsx;"": LET tsy=tsy-
1: LET tsx=tsx+1
440 NEXT n: RETURN
450 FOR n=(pointer+240) TO (pointer+255) STEP 2
460 IF PEEK n=255 OR PEEK n=1 THEN LET
mm=(n-(pointer+240))/2: RETURN
470 LET mp=40960+((PEEK n)*8)
480 LET my=(PEEK (mp+3))/16
490 IF (PEEK (n+1))<64 THEN LET mx=(PEEK (n+1))
500 IF (PEEK (n+1))>=64 AND PEEK (n+1)<128
THEN LET mx=(PEEK (n+1))-64
510 IF (PEEK (n+1))>=128 AND PEEK (n+1)<192
THEN LET mx=(PEEK (n+1))-128
520 IF (PEEK (n+1))>=192 THEN LET mx=(PEEK
(n+1))-192
530 IF mx>32 THEN LET mx=mx-32
540 IF (PEEK mp)/2<>INT ((PEEK mp)/2) THEN LET
ml=PEEK (mp+6): LET mr=PEEK (mp+7): FOR m=ml
TO mr: PRINT AT my,m;"-": NEXT m
550 IF (PEEK mp)/2=INT ((PEEK mp)/2) THEN LET
ml=(PEEK (mp+6))/16: LET mr=(PEEK (mp+7))/16:
FOR m=ml TO mr: PRINT AT m,mx;"-": NEXT m
560 PRINT AT my,mx;"++": PRINT AT
(my+1),mx;"++": NEXT n: RETURN
570 IF mm=7 THEN RETURN
580 INPUT "What sprite number (1-111) ";sn: IF sn<1
OR sn>111 OR sn=63 THEN GO TO 580
590 POKE pointer+240+(mm*2),sn: POKE
pointer+241+(mm*2),PEEK (40962+(sn*8)): POKE
pointer+242+(mm*2),255: RETURN
600 INPUT "Which monster (1-";(mm);") ";sp: IF sp<1
OR sp>mm THEN GO TO 600
610 INPUT "New sprite number (1-111) ";sn: IF sn<0
OR sn>111 OR sn=63 THEN GO TO 610
620 POKE pointer+238+(sp*2),sn: POKE
pointer+239+(sp*2),PEEK (40962+(sn*8)): RETURN
630 INPUT "What sprite number (2-111) ";sn: IF sn<2
OR sn>111 OR sn=63 THEN GO TO 630
640 INPUT "Which direction (0-1)";way: IF way<>0
AND way<>1 THEN GO TO 640
650 INPUT "Initial x-co ord (0-31) ";ix: IF ix<0 OR
ix>31 THEN GO TO 650
660 INPUT "Initial y-co ord (0-15) ";iy: IF iy<0 OR
iy>15 THEN GO TO 650
670 IF way=0 THEN INPUT "Leftmost x-co ord (0-31)
";lm: IF lm<0 OR lm>31 THEN GO TO 670
680 IF way=0 THEN INPUT "Rightmost y-co ord
(";(lm);"-31) ";rm: IF rm<lm OR rm>31 THEN GO TO
680
690 IF way=1 THEN INPUT "Upmost y-co ord (0-15)
";lm: IF lm<0 OR lm>15 THEN GO TO 690
700 IF way=1 THEN INPUT "Downmost y-co ord
(";(lm);"-15) ";rm: IF rm<lm OR rm>15 THEN GO TO
700
710 IF way=1 THEN LET lm=lm*16: LET rm=rm*16
720 INPUT "Graphic number (1-168) ";gn: IF gn<1 OR
gn>168 THEN GO TO 720
730 LET gna=43744+(gn*32)
740 INPUT "Animation frames (1-4)";af: IF af<1 OR
af>4 THEN GO TO 740
750 INPUT "Ink colour ";pc: IF pc<0 OR pc>7 THEN
GO TO 750
760 IF ((PEEK (40960+(sn*8)))/2)=INT ((PEEK
(40960+(sn*8)))/2) AND way=0 THEN POKE
(40960+(sn*8)),(PEEK (40960+(sn*8)))-1
770 IF ((PEEK (40960+(sn*8)))/2)<>INT ((PEEK
(40960+(sn*8)))/2) AND way=1 THEN POKE
(40960+(sn*8)),(PEEK (40960+(sn*8)))+1
780 POKE (40961+(sn*8)),pc+(af*32)
790 POKE (40962+(sn*8)),ix+(gna-((INT
(gna/256))*256))
800 POKE (40963+(sn*8)),(iy*16)
810 POKE (40965+(sn*8)),INT (gna/256)
820 POKE (40966+(sn*8)),lm: POKE
(40967+(sn*8)),rm: RETURN
830 CLS : GO SUB 230: PRINT AT 17,0;"1) Load 2)
Save 3)Test 4)Exit"
840 LET a$=INKEY$: IF a$="" THEN GO TO 840
850 IF a$="1" THEN GO SUB 900
860 IF a$="2" THEN GO SUB 920
870 IF a$="3" THEN GO SUB 940
880 IF a$="4" THEN RETURN
890 GO TO 840
900 INPUT "Filename:";f$: IF LEN f$=0 OR LEN
f$>10 THEN GO TO 900
910 LOAD f$CODE 32768,32768: RETURN
920 INPUT "Filename:";f$: IF LEN f$=0 OR LEN
f$>10 THEN GO TO 920
930 SAVE f$CODE 32768,32768: RETURN
940 INPUT "Sure?"; LINE a$: IF a$(1)<>"y" AND
a$(1)<>"Y" THEN RETURN
950 POKE 35899,0: POKE 36470,0: POKE 34275,10:
RANDOMIZE USR 33792
960 POKE 23487,screen: RANDOMIZE USR 23464:
RETURN
970 INPUT "8x8 or 16x16 sprites (8-16) ";n: IF n<>8
AND n<>16 THEN GO TO 970
980 IF n=8 THEN GO SUB 1010
990 IF n=16 THEN GO SUB 1160
1000 RETURN
1010 INPUT "Which sprite (1-7) ";sn: IF sn<1 OR
sn>7 THEN GO TO 1010
1020 IF sn<>7 THEN LET sa=pointer+152+(sn*9)
1030 IF sn=7 THEN LET sa=pointer+225
1040 CLS : POKE 31749,INT (sa/256): POKE
31748,sa-((PEEK 31749)*256): RANDOMIZE USR
31744: PRINT AT 17,0;"See documentation for
keys""Sprite ";sn
1050 LET xc=0: LET yc=0: LET oxc=0: LET oyc=0:
LET at=22528: LET oat=22528
1060 PRINT AT oyc,oxc; PAPER (INT ((PEEK
oat)/8)); PEN 0;" ": PRINT AT yc,xc; PAPER (INT
((PEEK at)/8)); PEN 2;"" .
1070 LET a$=INKEY$: IF a$="" THEN GO TO 1070
1080 IF a$="5" AND xc>0 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET xc=xc-1: LET at=at-1
1090 IF a$="8" AND xc<7 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET xc=xc+1: LET at=at+1
1100 IF a$="7" AND yc>0 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET yc=yc-1: LET at=at-32
1110 IF a$="6" AND yc<7 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET yc=yc+1: LET at=at+32
1120 IF a$="0" THEN POKE at,56
1130 IF a$="9" THEN POKE at,0
1140 IF a$=" " THEN POKE at,(PEEK at)-2: POKE
31493,INT (sa/256): POKE 31492,sa-((PEEK
31493)*256): RANDOMIZE USR 31488: RETURN
1150 GO TO 1060
1160 INPUT "Which sprite (1-168) ";sn: IF sn<1 OR
sn>168 THEN GO TO 1160
1170 LET sa=43744+(sn*32): CLS : POKE 31823,INT
(sa/256): POKE 31822,sa-((PEEK 31823)*256):
RANDOMIZE USR 31818: PRINT AT 17,0;"See
documentation for keys""Sprite ";sn
1180 LET xc=0: LET yc=0: LET oxc=0: LET oyc=0:
LET at=22528: LET oat=22528
1190 PRINT AT oyc,oxc; PAPER (INT ((PEEK
oat)/8)); PEN 0;" ": PRINT AT yc,xc; PAPER (INT
((PEEK at)/8)); PEN 2;"*"
1200 LET a$=INKEY$: IF a$="" THEN GO TO 1200
1210 IF a$="5" AND xc>0 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET xc=xc-1: LET at=at-1
1220 IF a$="8" AND xc<15 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET xc=xc+1: LET at=at+1
1230 IF a$="7" AND yc>0 THEN LET öxc=xc: LET
oyc=yc: LET oat=at: LET yc=yc-1: LET at=at-32
1240 IF a$="6" AND yc<15 THEN LET oxc=xc: LET
oyc=yc: LET oat=at: LET yc=yc+1: LET at=at+32
1250 IF a$="0" THEN POKE at,56
1260 IF a$="9" THEN POKE at,0
1270 IF a$=" " THEN POKE at,(PEEK at)-2: POKE
31578,INT (sa/256): POKE 31577,sa-((PEEK
31578)*256): RANDOMIZE USR 31573: RETURN
1280 GO TO 1190
```

SOCKS!

And that, my friends, is that. I'm off for my beauty sleep. Send all your knobbly numbers and lumpy lists to me Craig B at Program Pitstop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

Steve's Programmi

This month sees the end of *The Pathetic Pablo Bros*. By the end of the page you'll have all you need to play the game. Erm, except the levels. They'll be along next month, accompanied by answers to all your Pablo problems! (Provided you lot send some in that is.)

This month was planned to be the really evil part, but it's become pretty un-evil. Maybe my sight's going from looking at too many 'whiter-than-whites', or maybe my mighty Block Line Delete has gone over the top. There's a special this month on designing UDGs even if your computer artistry is at an all-time low, as mine is. It's actually the way Pablo was created, and all you need is a UDG designer. There was one on the original *Horizons* introductory cassette. Simple and effective, so you can't complain about that!

Main Loop 3 – The Trequel

Not so much 'Main Loop' as 'Main Loop (and Jump)', because that's what it is! Line 20 jumps straight off to the 'Front Page', the simple opening screen. Lines 5 and 10 are much more interesting, they set up and fill the arrays for the Hi-Score routine (coming up later!). Line 130 provides for Pablo getting killed courtesy of the amazing ATTR command (see last month's Launderette). Line 150 is a replacement for the false one from last month. Yup, you can now move from room to room. The line checks Pablo's position, and if it corresponds with that of the exit (ie, the bottom right of the playing screen) it executes four GOSUBs before looping back to Line 110 (which as you may remember checks for the player pressing a key). The GOSUBs clear the playing screen (rather than just CLS), print the score and the coins collected, bang the new platforms on screen and print our heroically moustached Pablo at the new, erm, Pablo position (as dictated by the level data... see Issue 84 if you don't follow me).



```
3 REM Add on to the last two, me old
mucker! (Authentic Cockney, that.)
5 DIM h$(10,20):DIM h(10)
10 RESTORE 4120:FOR n=1 TO
10:READ h$(n),h(n):NEXT n
20 GO TO 2600
```

```
130 IF ATTR (y+3,x)=57 OR ATTR
(y+3,x+1)=57 THEN GO TO 2100
150 IF x=30 AND y=12 THEN REM
FOR n=0 TO 24:BEEP .02,n:NEXT
n:LET level=level+1:LET
score=score+25:GO SUB 3500:GO
SUB 1150:GO SUB 250:GO SUB
3000:GO TO 110
```

Hi Score Table

I'm proud of this! It's the first time I've ever written one and it works perfectly.

The default DATA is on line 4120. This is what appears at the start, and what lines 5 and 10 READ from. Notice the Welsh Shedders score, this is because I live in a shed with six others. In Wales, in fact. So there you go.

The display loop is on lines 4150 to 4190. I've put in the space at the end of 4150 and the score length checker on line 4180 to get all the tens and units (etc) lined up. It adds just a hint of professionalism, I'm sure you'll agree. *(Oh, we agree. Ed)*

Lines 4220 to 4310 checks to see if you can go on the table. The root of this is in lines 4250 to 4270, these lines pull the other scores down to fit the new one in. If you just press Enter instead of typing in your name, line 4290 will take a guess at who you are.



```
4120 DATA "Steve Anderson", 200,
"Linda Barker", 190, "A Lemon", 180,
"Andy Ounsted", 170, "Simon Cooke",
160, "Everybody else at YS", 150, "The
Welsh Shedders!", 140, "The Gloucester
Gang", 130, "Mr Dribbly", 120, "Token
Crap Score", 1
4130 BORDER 0:PAPER 0:INK 7:CLS
4140 PRINT INVERSE 1;AT 0,11;"Hi
Scores"
4150 FOR n=1 TO 10:PRINT AT
n+2,0;:IF n<>10 THEN PRINT " ";
4160 PRINT n;TAB 4;h$(n);TAB 26;
4170 LET a$=STR$ (h(n)):REM turns
score into a string
4180 IF LEN a$<5 THEN LET a$="
"+a$:GO TO 4180
4190 PRINT a$:NEXT n
4200 PRINT AT 21,2;"Press any key to
continue!":PAUSE 0
4210 RETURN
4220 BORDER 0:PAPER 0:INK 7:CLS:IF
score<=(h(10)) THEN PRINT AT
17,0;"Your score was too low to get
onthe table (ha ha ha!)":GO TO
4140:REM "onthe" because the text
spills onto the next line
4230 FOR n=1 TO 10: IF score>(h(n))
THEN GO TO 4250
4240 NEXT n
4250 FOR m=10 TO n+1 STEP -1
4260 LET h$(m)=h$(m-1):LET
h(m)=h(m-1)
4270 NEXT m
4280 LET h(n)=score:PRINT AT
17,0;"Well done! You made the hi
scoretable at position ";n;"!"
4290 INPUT "Please enter your name
(max 20)-";LINE a$:IF a$="" THEN LET
a$="A YS Reader"
4295 IF LEN a$>20 THEN LET
a$=a$(TO 20): REM Some people...
4300 LET h$(n)=a$
4310 GO TO 4140
```

Creating your UDGs

Okay, you've picked up a few ideas from the Launderette. You think you're ready to try it for yourself. But how do you make natural looking user-defined graphics? Well... Firstly choose the overall size of your sprites. Let's use Pablo as an example: he's two chars wide and three deep, so that's sixteen pixels by twenty-four altogether.

Grab some 5mm squared paper (the sort that schools use). You can still use graph paper if you're careful. Rule off the size (16x24) and the separate characters (every eight pixels) so you get a grid to work in.

Here comes the creative bit. Using freehand, draw your sprite into the grid as large as possible, but without any intricate detail. Then shade in all the squares that the lines go through. Your first design!

You'll quickly be able to transfer your sprite in individual UDGs, or if you really hate yourself you can convert the bit image (as we call it in the biz) into decimal and POKE it in (as in the first Launderette).

...ng Launderette



Lose a life

Oh no, call the Grim Reaper! Pablo has been stupid enough to stand (or land) on a killer spike! Woe is me! (Yeah, right...)

The actual life-loser is at line 2230, everything leading up to it is purely cosmetic, and everything after it sets up the playing screen again. The actual 'dying' on the screen is hardly an exploding lemming (lovely!) but gets the message across, which is the important bit!

Note that on line 2100 the ink and paper are set to eight. When you use OVER 1 (as we are), setting them to eight means that none of the colours on the screen are affected by printing. Smart, huh? Thought so.



```
2100 OVER 1:PAPER 8:INK 8
2110 FOR n=1 TO 10
2120 PRINT AT y,x;"{2 Graphic 2s}";AT y+1,x;"{2 Graphic 2s}";AT y+2,x;"{2 Graphic 2s}"
2130 BEEP .01,n*4+2
2140 PRINT AT y,x;"{2 Graphic 1s}";AT y+1,x;"{2 Graphic 1s}";AT y+2,x;"{2 Graphic 1s}"
2150 BEEP .01,n*4+4
2160 PRINT AT y,x;"{2 Graphic 4s}";AT y+1,x;"{2 Graphic 4s}";AT y+2,x;"{2 Graphic 4s}"
2170 BEEP .01,n*4
2180 PRINT AT y,x;"{2 Graphic Shift 7s}";AT y+1,x;"{2 Graphic Shift 7s}";AT y+2,x;"{2 Graphic Shift 7s}"
2190 BEEP .01,n*4-2: NEXT n
2210 OVER 0:PRINT AT y,x;"{Graphic Shift 2,Graphic Shift 1}";AT y+1,x;"{Graphic 7,Graphic Shift 4}";AT y+2,x;"{Graphic 5,Graphic Shift 5}"
2220 FOR n=1 TO 50:OUT 254,PEEK n:NEXT n:OUT 254,0:GO SUB 2000: REM Change the border and make a ghastly death noise
2230 LET lives=lives-1:IF lives=0 THEN GO TO 2500
2240 GO SUB 1100
2250 GO SUB 270
2260 GO SUB 3000
2270 GO TO 110
```

Clear level

This clears the room. Basically. It's not even half clever.

```
3500 PAPER 7:INK 0:GOSUB 2000:FOR n=1 TO 14:PRINT AT n,1;TAB 31:NEXT n:PRINT INK 2;PAPER 0;AT 12,31;"{Graphic R}";AT 13,31;" ";AT 14,31;" "
3510 PRINT INK 7;PAPER 2;AT 15,0;"{32 Graphic Qs}":RETURN
```

Game Over

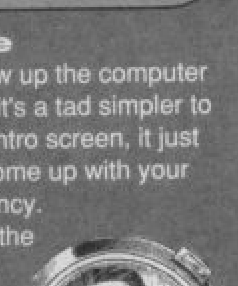
A nice short routine this. I've plummed for the Ocean approach – a message that says Game Over and little else. There isn't any RETURN or GO TO statement at the end, the program just spills into the intro screenlette. Messy, but it works.

```
2500 PRINT AT 20,2;PAPER 0;INK 7;FLASH 1;"GAME OVER!";INVERSE 1;AT 21,2;"GAME OVER!"
2510 FOR n=1 TO 200:NEXT n:REM Little pause to allow the full enormity of your mistake to sink in. (Heh heh.)
2520 FOR n=0 TO 21:PRINT AT n,0;PAPER 0,,:PAUSE 5:NEXT n:GO SUB 4220
```

Intro screenlette

"Why?" That question blew up the computer in The Prisoner, but here it's a tad simpler to answer. It's not a proper intro screen, it just fills the space. You can come up with your own, if that tickles your fancy.

In line 2650 I've set up the ink as being 9. This is another pseudo-colour, it just sets the ink as 0 if the paper is 4, 5, 6 or 7, or as 7 if the paper is 0, 1, 2 or 3. Ingenious!



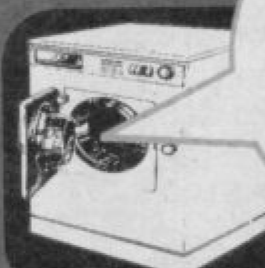
```
2600 BORDER 5:PAPER 5:INK 0:CLS
2610 PRINT AT 0,4;PAPER 2;INK 7;"Your Sinclair Presents"
2620 PRINT AT 3,4;PAPER 7;BRIGHT 1;FLASH 1;"{22 *s}";AT 4,4;"*";INVERSE 1;"PATHETIC PABLO BROS.";INVERSE 0;"*";AT 5,4;"{22 *s}"
2630 REM Credits (dead important)
2640 PRINT AT 8,2;"Produced by Steve Anderson""With special guest levels by the special guests who designed them"""BRIGHT 1;PAPER 2;INK 7;"(c)1993 Your Sinclair Magazine "
2650 PRINT #0;AT 1,0;PAPER INT (RND*8);INK 9;"Press S to start/H for hi scores"
2660 IF INKEY$="h" THEN GO SUB 4130:GO TO 2600
2670 IF INKEY$="s" THEN GO TO 90
2680 GO TO 2650
2690 REM And so to bed. (© P South)
```

Thanks

There's more than one person to running a launderette, so I feel I must thank these people for holding boxes of soap and supplying me with laundry baskets. Thanks: Dave Cogbill for helping me sort out 48/128 compatibility, Alex Hughes for putting me up last night, Rich Matthews for the music and the inhabitants of the Welsh Shed on general principle.

Epilogue

So, what do we have now? Pablo can now wander around and die. It's not much more than last time, is it? Well, here's what we're going to do. My version of *The Pathetic Pablo Bros* will be on the Beaut Box next month, and you can play around with that properly. In the meantime, try designing your own levels and stick them in – just take the REM out of line 150. You will get an "Out of Data" error sooner or later, but can you get around that? I think you can (hint – use a similar method to line 150 to end the game), so why not try it? And the best of British luck to you!



Pablotastic! Next month: the Pablo Forum! Send all your letters, tips, problems and lemons to me, Steve 'Lemon' Anderson, at the Launderette, care of the usual YS address. Byeee!

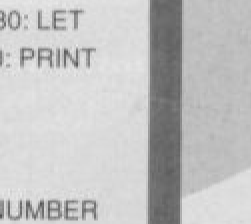
SIMON'S EXTRA SPIN CYCLE



We're not quite finished with the Programming Launderette yet, Specchums! I'm Simon N Goodwin, and this is *Starbase 6* – a lovely little BASIC game that's ripe for converting into splendid machine code with last month's *ZIP Compiler*. (Rush over to page fifty to order a back issue if you had the temerity to miss it!) Simply type in the following, well-structured, nicely-divided-into-explanatory-REM-blocks program, SAVE it with **SAVE "STARBASE6" LINE 10**, and RUN it. Type in a delay number – the lower the number, the faster the game. For the fastest possible game, enter the number zero. Erm, c'est un petit blimmin' sluggish, n'est-ce-pas? Well, that's no problem! Just load up *ZIP*, load up your saved copy of the game and start that funky compiler a-running with **RANDOMIZE USR 33333**. Lo and behold, a super-fast, super-smooth machine code game that you can fiddle with and soup up to your heart's content. (And it contains some pretty handy routines if you're thinking of *ZIP*ping your own programs to boot.)

```
10 REM STARBASE ZIP DEMO GAME
20 REM
30 REM (c)1984-92 Simon Goodwin
40 REM All rights reserved
50 REM
60 REM Adapted March 1992 for
70 REM 48K and 128K Spectrums
80 REM
90 REM **** INITIALISATION
100 DIM d(7): DIM p(7): LET p=1: LET q=(PEEK 23672/4)+1: LET j=1: LET a=300: LET s=0
110 OVER 0: PAPER 0: INK 5: FLASH 0: BRIGHT 0: INVERSE 0: CLS
120 PRINT TAB 11;"STAR BASE!"""TAB 7;"By Simon N Goodwin""" A simple ZX BASIC ZIP demo"""
125 PRINT INK 6;" Control keys... 0 Fire""" 7 Clockwise 6 Anticlockwise""""" Enter Delay factor (0=fastest)"
130 INPUT d: IF d<0 THEN STOP
140 BORDER 0: CLS
150 FOR i=16 TO 160: GO SUB 4530: INK 3+(i-INT (i/2)*2)*3
160 LET x=q*2+28: PLOT x,i: PLOT 256-x,176-i: NEXT i: INK 4
170 PAPER 1: PRINT AT 21,0; INK 7;" AMMO=500 SCORE=0 ";AT 0,0;" STAR BASE 6 HYPERSPACE SCANNER "
180 FLASH 1: INK 0: FOR y=1 TO 20: PRINT AT y,0;"";AT y,30;"";: NEXT y: INK 4: PAPER 0: FLASH 0
190 POKE 53410,7: POKE 53411,0: POKE 53413,0: POKE 53414,0
1000 PRINT AT 10,15;"";AT 11,15;"";
1010 OVER 1: PRINT AT 10,15;"@@";AT 11,15;"@@";
1100 PAUSE 0
1200 LET w=0: LET n=1: FOR i=1 TO n: GO SUB 3800: NEXT i
1210 GO SUB 3000: GO TO 2010
1980 REM
1990 REM **** MAIN LOOP
2000 GO SUB 3000
2005 PLOT 127,88: DRAW x,y
2010 LET p=p+r-l: IF p>95 THEN LET p=0
2015 IF p<0 THEN LET p=95
2020 LET t=p-INT (p/24)*24: IF p<24 THEN LET y=12: LET x=t-12: GO TO 2040
2025 IF p<48 THEN LET x=15: LET y=12-t: GO TO 2040
2030 IF p<72 THEN LET x=12-t: LET y=-12: GO TO 2040
2035 LET x=-15: LET y=t-12
2040 PLOT 127,88: DRAW x,y
2070 GO SUB 3200
2080 IF NOT f OR NOT a THEN GO TO 2120
2090 LET a=a-1: PRINT OVER 0;AT 21,7;a;: IF a=9 OR a=99 THEN PRINT "O";
2100 POKE 53414,1: FOR t=2 TO 5: POKE 53413,t*40: INK t: DRAW x*5,y*5: INK 4: GO SUB 3200: RANDOMIZE USR 53409: INK t: DRAW x*-5,y*-5: NEXT t: INK 4: POKE 53414,3
2110 GO TO 2000
2120 FOR i=0 TO d: NEXT i
2130 GO TO 2000
2980 REM
2990 REM **** READ KEYBOARD
3000 LET k=IN 61438
3010 LET k=k-INT (k/32)*32
3020 LET l=k>=16: IF l THEN LET k=k-16
3030 LET r=k>=8: IF r THEN LET k=k-8
3040 LET f=INT (k/2)*2=k: LET l=NOT l: LET r=NOT r: RETURN
3180 REM
3190 REM **** MOVE ENEMIES
3200 LET j=j+1: LET i=INT (j/7): IF i>n THEN LET j=0: POKE 53414,2: RANDOMIZE USR 53409: POKE 53414,5: RETURN
3205 IF i*7<j THEN RETURN
3210 IF p(i)=10 THEN GO TO 3600
3220 IF p(i)<0 THEN LET p(i)=-p(i): GO SUB 3400: PRINT AT v,h;"*";: GO SUB 3800: GO TO 3300
3230 GO SUB 3400: PRINT AT v,h;
3240 IF ATTR (v,h)<>6 THEN PRINT INK 3;"O";CHR$ 8;"*";: POKE 53414,0: FOR c=200 TO 60 STEP -4: POKE 53413,c: RANDOMIZE USR 53409: NEXT c: POKE 53414,3: LET p(i)=-p(i): LET s=s+10*n: PRINT OVER 0;AT 21,27;s;: GO TO 3300
3250 LET p(i)=p(i)+1
3260 PRINT "O";: GO SUB 3400: PRINT INK 6;AT v,h;"O";
3300 RETURN
3380 REM
3390 REM **** CONVERT VECTOR
3400 LET v=10: LET h=16
3410 IF d(i)=7 OR d(i)<2 THEN LET v=p(i)
3420 IF d(i)>2 THEN IF d(i)<6 THEN LET v=21-p(i)
3430 IF d(i)>4 THEN LET h=5+p(i)3440 IF d(i)<4 THEN IF d(i)<>0 THEN LET h=26-p(i) 3450 RETURN
3580 REM
3590 REM **** GAME OVER FX
3600 OVER 0: PRINT AT 2,11;"GAME OVER!";
3610 POKE 53414,0: POKE 53411,1: FOR i=7 TO 48: OUT 254,i-1: POKE 53413,i*4: RANDOMIZE USR 53409: FOR j=22528 TO 23295: POKE j,i: NEXT j: OUT 254,i: NEXT i 3620 STOP
3780 REM
3790 REM **** MAKE AN ENEMY
3800 LET w=w+1: IF w<15+n THEN GO TO 3830
3810 LET w=0: IF n<7 THEN LET n=n+1: LET p(n)=-1
3820 IF d>0 THEN LET d=d/2
3830 LET p(i)=1: GO SUB 4530: LET d(i)=INT (q/13): GO SUB 3400: PRINT INK 6;AT v,h;"O";
3840 RETURN
4510 REM
4520 REM **** RANDOMish NUMBER
4530 LET q=q*15+PEEK 23678: LET q=q-INT (q/101)*101: RETURN
```

Turn back to Pssst! for more aboutthe ZIP Compiler.





ERNIE THE PSYCHOTIC MADMAN
'AND THE BROTHERHOOD OF CONSOLES'
BY PHIL McCARDLE
ONE DAY WHILST ERNIE IS WALKING THROUGH THE PARK...
TUM TE TUM
DANGER! BIG HOLE!
WATCH IT!
WHOPPING GREAT HOLE
DON'T WALK THIS WAY!
YAAAAAGH!!
TOO LATE!
OUCH. I WONDER WHERE IN GOODNESS I AM?
EXTREMELY CENSORED LANGUAGE
SMAK!
HEAR ME BROTHERS! LISTEN TO THE WORDS OF WISDOM!
COME HEAR THE WORDS OF TRUTH!
LISTEN TO THE WORDS OF THE CONSOLE!!
COME WORSHIP THE GREAT IDOL, FRED THE LETHARGIC PORCUPINE!
LET US DESTROY THE INFIDEL HOME COMPUTERS AND TAKE OVER THE MARKET WITH OUR GAME CONSOLES!
TOGETHER WE CAN LEAVE MOTHERS PENNILESS WITH OUR LUDICROUSLY OVER-PRICED GAMES WHICH ARE NOT THAT GOOD REALLY!
YOUNG CHILDREN WILL BE LEFT BRAINWASHED, LEAVING THE FUTURE OF THE COUNTRY TOTALLY AT OUR MERCY! NO ONE WILL STOP US!
WE ARE ALREADY STRENGTHENED IN NUMBER, SO COME BROTHERS. JOIN ME IN OUR MOST HOLY CHANT!
AHEM
EH?
OUCH!
AAARGH!!
PUNCH!
KRAK!
SMAK!
WALLOP!
MERCY BROTHER! MERCY!!!
HONEST, I THOUGHT IT WAS A JEHOVA WITNESS MEETING!
CRUNCH!
HAIL FRED!
HAIL FRED!
DEATH TO THE KEYBOARDED ONES!
KEEP YOUR MOUTH SHUT
ALLOW ME TO INTRODUCE MYSELF. MY NAME IS BROTHER ERNEST AND I REPRESENT THE CREED OF THE CRICKET BAT. LESSONS BEGIN IMMEDIATELY
OH NO!
AND REMEMBER KIDS, DON'T TRY THESE CONSOLES 'COZ THEY'RE BAD FOR YOU. ANYWAY IF YOU DO I'LL KILL YOU. ALRIGHT?
ERNIE - AN INSANE MANIACAL NUTTER - GOD BLESS 'IM

Got a problem? Get it solved! With

NUMBER SIX

SPEC TEC Junior



What's up with Simon Cooke? Too much TV if you ask us!

STRESS. I finally know what that word really means. Stress is relative, you know – as in it is directly proportional to the number of relatives that you entertain at Christmas. On top of that, I've had the problem that good old Santa's teleport system was wrecked by a certain large and jolly old man going BANG! So I had to walk all the way back from the North Pole. Blimmin' cold, I can tell you! So after all this stress, I've resigned from my post as Spec Tec Jr, and have decided to take a holiday. Packing my stuff into a suitcase, I decided to light one of Soya Pico's joss-sticks to calm my shattered nerves. Suddenly, instead of letting off the expected aroma, it puffed out a cloud of gas. Curses! The old rigged joss-stick ploy... (Blackout as detective loses consciousness, and is carried out of the room by two men in top-hats.)

FREE FOR ALL

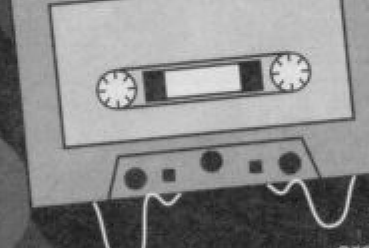
I'm writing a game which will hopefully revolutionise the Spectrum games market. I won't go into full details now, but I need a bit of advice on the following: 1) Are there any BASIC compilers or BASIC routine compilers for the 128k range of Spectrums – if so, could you please advise on the best one, price and where I can get it from? 2) Do you know how to POKE the 128's sound chip from BASIC. If so, please supply the POKEs – PLAY is a bit slow! 3) What is the best Public Domain library for the Spectrum? 4) Are there any books with the 128's memory map or any books on 128 machine code? Not all 48k routines work, which is rather frustrating. 5) Is it possible to use other computers' music facilities through the Spectrum's MIDI port (eg Atari ST or Amstrad)? 6) Are there any Atari ST/Amstrad data converters or emulators for the Spectrum? 7) Any COBOL programs? 8) Any neural network utilities yet?

Darren Fisher
Wells, Somerset

Okey-dokey. This is gonna be a long one (slight pause while detective ducks under the desk and takes a swig of bourbon while nobody's looking)... Phroooweee! That's better. Here we go...

1) Amazingly enough, if you have issue 85 (if not, get a back issue!) then you'll already have ZIP 2.6 – probably the best integer BASIC compiler available for the Speccy. (Also, there's a remarkably good festive story by a certain brilliant detective... hem hem). Aren't we kind?

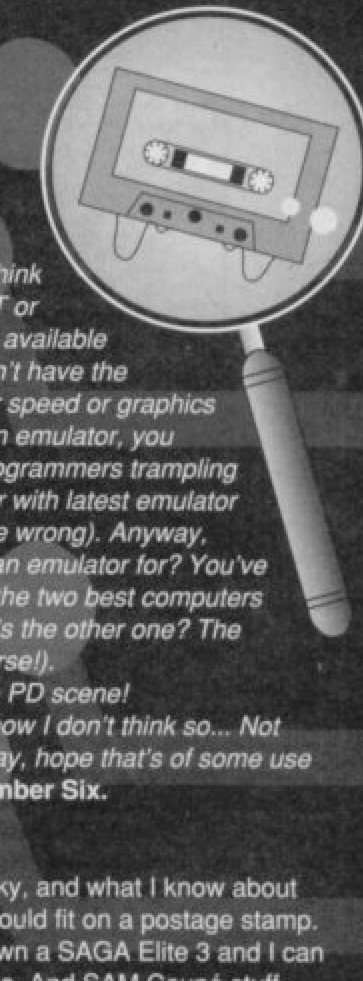
2) To access the sound chip from BASIC, you use OUT 65533, xx to set which data register you wish to access, and OUT 49149, xx to set that register to a value. Unfortunately, controlling the sound chip in BASIC is a lot slower than PLAY – so you'll probably be better off if you use Soundtracker *(ish 83) and the* Soundtracker Compiler *(ish 84) to make your tunes.*



3) Hmmm. The best PD library eh? Over to our resident PD expert and muffin toaster... (Hello! PD libraries, eh? Well, erm, there's not really that much choice. The only two I've heard of are Prism PD and Rasputin PD. Both addresses are in Public House. Resident PD expert and muffin toaster)

4) The 128k memory map is in the Spectrum manual (if you've got a 128, of course). Unfortunately, there aren't any 128k specific machine code manuals around – the only different thing is the paging. So, next month (space and Editors permitting), I'll be doing a CRACKED! special on paging systems for the 128, +2, +2A, +3 and SAM Coupé

5) I assume so, if you've got the correct software on your ST or Amstrad machine.



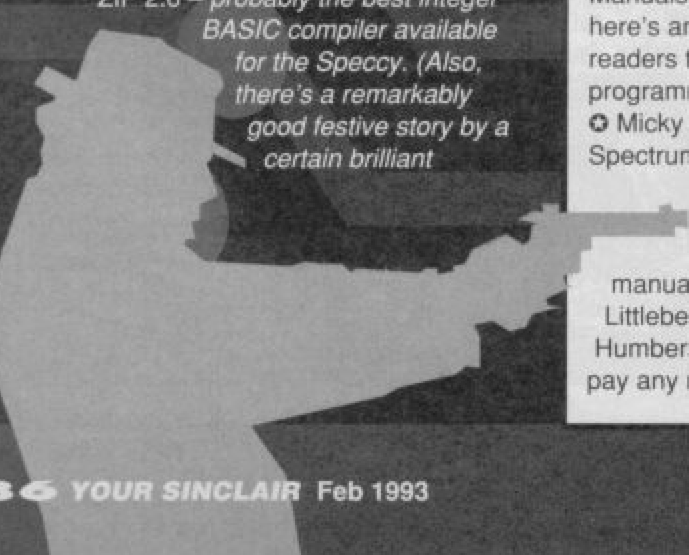
6) Well... data converters – very probably. You'll have to look in a couple of PD libraries for them. I definitely do NOT think there will be any ST or Amstrad emulators available – the Speccy doesn't have the memory, processor speed or graphics capabilities to do an emulator, you see. (Sounds of programmers trampling down an office door with latest emulator in hand to prove me wrong). Anyway, what do you need an emulator for? You've already got one of the two best computers in the world .(What's the other one? The SAM Coupé of course!).

7) Again, check the PD scene!

8) Wahooo! Somehow I don't think so... Not yet, anyway. Anyway, hope that's of some use to you, Darren. **Number Six.**

THE GENERAL

Hi, my name is Micky, and what I know about programming you could fit on a postage stamp. Firstly, I currently own a SAGA Elite 3 and I can only load 48k games. And SAM Coupé stuff won't load either. Bah! Secondly, what exactly



THE TALLY-HO

Manuals – get 'em while they're 'ot! Okay – here's another chance for you generous readers to let some other people in on the programming action...

- Micky D (as you saw above) needs a Spectrum 48k manual. His address is 102 Yardley Green Rd, Bordesley Green, Birmingham, B95QB.
- Stephen Coles needs a manual for a +2. Contact him at: 36 Littlebeck Rd, Bridlington, North Humberside, YO16 4AP. He'll be willing to pay any reasonable sum for it.
- Nigel Weir would like a +3 manual. His pad is at 62 Egremont Place, Hastings, East Sussex, TN34 3NJ.
- Wahey! Another seeker of a +3 manual is the utterly top-hole Robert Thwaite. His home is located at 1 Bankfield Gardens, Halifax, HX3 9NT.
- Melvin Sharpe would like to buy someone's G+DOS startup software and manuals. He'll pay whatever it takes (now now, readers – don't get too greedy), and you can reach him at 62 Severn Tower, Cromwell St, Nechells, Birmingham, B7 5BE.

is a SAGA Elite 3? Thirdly, how does one program it, is there anyone out there with decent tips, etc. Fourthly and fifthly, what is hex, and how can I MERGE anything if I can't BREAK into the program?
Micky D,
Bordesley Green, Birmingham

Well, well, well! The SAGA Elite 3 – that old chestnut, eh? Before you go and crawl into a corner blithering like someone who's read too many YS captions (dangerous things them captions – I knew someone who read one and ended up walking around saying "I belonged to reality once..."), a SAGA Elite 3 is just a 48k Speccy with a nice keyboard bolted onto it! So it's not very surprising that you can only load 48k games really.

You can program it using BASIC or machine code (if you want to use machine code, there's a plethora of assemblers available from PD libraries) – just like a normal Speccy, in fact! I've put your full address in The Tally-Ho because from the sound of it, you haven't got a manual for your Speccy. Hex is what you get if you take a machine code program, PEEK its values from memory, and then convert the decimal into hexadecimal (base 16), so it's nothing special really – except that it's tremendously useful in programming computers, because nearly everything looks a hell of a lot nicer in base 16 than in base 10.

Oh dearie me... you DON'T break into the program THEN merge, you do it FIRST – just use MERGE "" instead of LOAD "" and everything will be okay unless the program is protected. **Number Six.**

THE CHIMES OF BIG BEN

1) Is it possible to connect a +3 to a video recorder to record games? If so, could you tell me which leads I need. 2) Is there a POKE to protect BASIC programs saved to +3 disk from being merged? 3) I am thinking about getting a printer, but before I can use one, do I need an interface? 4) What is the best book for starting machine code? 5) Why oh why is the sound on my +3 so bad?
Ian Robins,
Yeovil, Somerset

In numerical order then... I AM NOT A NUMBER – I AM A FREE MAN! Ahem. Don't know what came over me...

1) Yep, sure! Just plug your Speccy TV lead into the Aerial In socket of your video, and then tune your video to it (you may get some interference due to the Speccy and the video recorder being on very similar TV signal bands). Hey presto! No sooner than you can say "I'm Jeremy Beadle" you'll have video recordings aplenty of your very favourite Speccy games.

2) The only one that I can think of is one that should work on any Speccy – just POKE 23755, 255 before you save, and save it as an auto-running program (if you don't know how to do this, use: SAVE "progname" LINE xx, where xx is the line you want it to start at). This will give the first line of your program a line number which the Spectrum sees as impossibly high. Therefore, any merge attempts will fail (although normal running is okay). It's best to make this first line a copyright message of some sort (and run your



program from the line after) just for safety's sake.

3) On the +3, +2 or 128 you don't need a printer interface (but for the SAM Coupé or Speccy 48k you DO). There's a serial AND a parallel printer port on the back of these machines – all you need is the right connecting lead.

4) Hmm. Very, very tricky one. Oh, when I was a lad we had proper custard – not this runny stuff we have nowadays (you could bounce a brick off our custard, you could...) Wow! Flashback city! Anyway, getting back to the point, when I was young and I started to learn machine code, I taught myself from a variety of sources. My interest was sparked from an Osborne Computer series book on How to Program in Machine Code (not too useful for the Speccy, but it tells you the extreme basics). From there, I went on to Understanding Your Spectrum – BASIC And Machine Code Programming by Dr Ian Logan – an excellent (and probably now quite rare) book which takes you in slowly and tells you everything you need to know. Then, for reference purposes I used (and still need to buy my own copy of) the Z80 Programmer's Reference Manual, also known as The Programmer's Bible by Bruce Gordon, Chris White and Colin Jordan. This is excellent for reference purposes, as it tells you how opcodes are built up, how they work, and all the timings for them. (Well, you did ask, didn't you!)

5) Probably because you've got one of the early temperamental models whose sound chip wasn't connected properly. Blame Amstrad. (I mean, they don't even make it now!)
Number Six.

FALL OUT

I was wondering if there was any device which can stop my +2 from blocking the frequency to my radio. I often like to listen to some music when I'm loading a program, and it gets very annoying when I can't.
Paul Annett,
Waterlooville, Hants

A common problem, this one. It all boils down to the fact (and this is where it gets technical) that inside any computer there are lots of loops and coils of circuitry that really enjoy nothing better than to send out blasts of radio waves.

Three other things to take into consideration are that 1) the power pack likes to send out radio signals too, because it's really one HUMUNGOUS coil, 2) all that lovely wire coming out of your Speccy and its PSU acts as a really good aerial, and 3) the clock of your CPU sends out blasts of signal at its own frequency, and at harmonics above and below (known in the trade as "processor hum" – it's what you hear if you turn up your TV really loud, and run something which has no sound).

So, it's not surprising that it affects your radio. (Spook fact: I can get Classic FM perfectly, even with my Coupé running.) As I see it, you have two choices. Either: 1) Listen to Classic FM a lot, or 2) Get yourself some ferrite iron rings, and push them onto the wires that come out of your Speccy and PSU (as near to where they come out of the boxes as possible). This should block out most of the stray RF, and give a good quality radio reception. Just don't blame me if you get Radio 1 playing out of your Speccy's speaker when you next load Jet Set Willy. **Number Six**

ORANGE ALERT!

Errata time: Last month I said that if you used SAVE CHR$ 23+CHR$ 0+"Program:" (or similar) it would eradicate the loading message. This little lapse was caused by me using too many BBC Micros at college. The actual thing you should do is:

For a CODE file - SAVE CHR$ 22+CHR$ 1+CHR$ 0+"Bytes:" CODE address,length

For a BASIC file – SAVE CHR$ 22+CHR$ 1+CHR$ 0+"Program:" {use LINE if you want}

To load again, you must have this:

```
10 OVER 1:FLASH 8:BRIGHT 8:INK 8:PAPER 8
20 PRINT AT 0,0;:LOAD ""CODE
```

Line 20 must be repeated in a similar fashion for whatever you want to load in. Also, I can't find Mr Fickey's letter (which I said I'd be continuing last month), so I won't be continuing it. It's about ime I got a new secretary, methinks.

COOL IT-I'M ON THE CASE

(Detective awakes in a room identical to his own.) Oooowww. My head. Can't understand what happened there – everything is so hazy... I'll go and open the window. GADZOOKS! This isn't the normal view I get from my window! For one thing, it's a lot nicer. What's going on? (Phone rings.) "Ah. Hello Number Six. I hope that you're settling in. This is Number Two. Come up to the Green Dome and see me." Hmmm. I don't like this number business. I suppose I'd better go and find out why I've been kidnapped. (Detective runs at breakneck speed to the Green Dome.) "Where am I?" "In the village." "What do you want?" "This month's article." "Whose side are you on?" "That would be telling. We want your article." "You won't get it." "By hook or by crook, we will." "Who are you?" "The new Number Two." "Who is Number One?" "Listen matey, don't get smart with me. Hurry up and finish the article – the deadline's tomorrow and the printers are waiting." Ahem. Okay Spec-chums – I'm in a bit of a pickle. I'll see if I can escape from here by next month – but you can help me by sending your escape plans and technical problems to: **Number Six, The Village, c/o Spec Tec Jr, Your Sinclair, 30 Monmouth St, Bath, BA1 2BW.** Be seeing you!

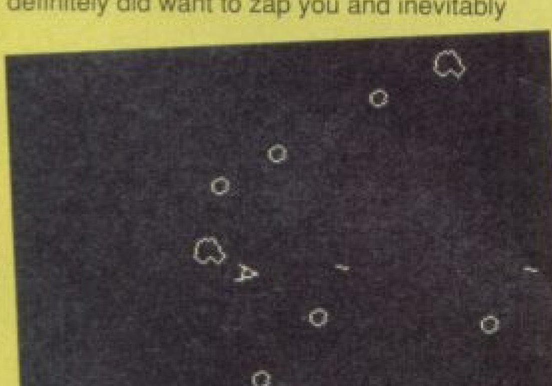
PUBLIC HOUSE

Well hold the phones and wake up the old man in the corner – we've received some Brit PD! Granted, most of it was pretty poor, but as Jonathan will now reveal, at least one tremendous piece of free software was written here...

Gasp, quiver, tremble (etc). Brit outfit Rasputin PD have sent in a tape full of their programs! Erm, to be brutally honest, most of them aren't much cop – there's a lot of dodgy BASIC and nicely-drawn but rather pointless SCREEN$ here folks – but every now and then you can turn up something splendid. This leads rather smartly into a review of the amazing...

Blaster!
by The Mad Monk

First off, this is not a demo – it's a fully-fledged game. A fully-fledged game of *Asteroids* to be exact. Now if last month's covergame *Guardian 2* rang no bells with you, you'll have no chance at identifying *Asteroids*. Basically, it's a shoot-'em-up in space – you're this tiny little ship in the middle of the screen, and before you can shout butter, the Speccy lets loose a whole pack of horribly large asteroids. These drift around the place, not really meaning to hit you but nevertheless managing to do so rather spectacularly – unless you shoot them first. Tragically, shooting a big rock doesn't destroy it. Rather, it creates two smaller rocks. Shooting each of these creates two even smaller ones, and finally zapping these gets rid of the pesky things altogether. (You might get a little light bulb coming on above your head if I mention *Pang* – a somewhat newer game which, erm, ripped off *Asteroids* shamelessly). Anyway, the really tricky thing about *Asteroids* was the controls – it was the first 'rotate and move' game. The other really tricky thing was that now and again you'd get attacked by flying saucers, who definitely did want to zap you and inevitably



Chizzle and Swemlish were two of the happiest gnomes you could ever wish to meet. They lived in a mushroom and ate badgers when no packed lunches were available.

managed to do so. Pretty tough, eh?

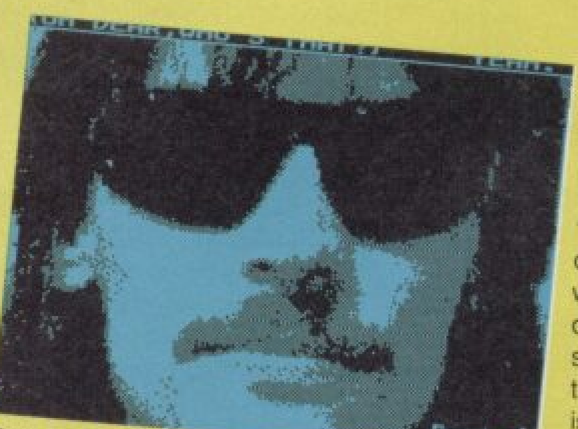
Well, enough of the potted history lesson. *Blaster!* is a PD version of *Asteroids* (obvious really) and it's extremely good (perhaps not so obvious although the use of the word 'amazing' back there was probably a bit of a giveaway).

The graphics flicker alarmingly and the saucers are disappointingly lax in their security as they flit about the place, but *Blaster!* holds buttercups under all the right chins with the gameplay. It's incredibly playable. It's fantastically addictive. It's not quite as good as Quicksilva's *Meteor Storm* but, heck, you can't get that any more. *Blaster!* is instant arcade smartness in a bijou Speccy form and is worth a pound of anyone's money, except it's free, which just goes to prove something although I'm sure I don't know what. *(Quite. Ed)*

88%



Now don't worry – we haven't censored this picture – it's meant to look like that. Apparently the bottom left of the screen should show a badger, but we didn't like to ask.



Yeah, it's Agent-X. If you wait for a moment, balls start coming out of his nose. This obviously points to something traumatic happening in his childhood, or possibly the badgers wouldn't fit.

Hypersonic 2 128K
by Agent-X of Pentagram

Right, well, this *is* a demo, and rather a stonky one at that. Agent-X, whose endearing and self-effacing comments like 'I'm the world's worst coder' make ordinary programmers want to attack him with cupboards, has produced something awfully strange. It comes in two flavours, a drastically-cut 48K version and the 128K demo currently sitting in my +D.

The demo opens on an old man sitting in a decrepit shack. He's disturbed by a really creepy sound (some lovely samples here) and to the accompaniment of some dramatic music (more samples) gets all worried (cue jolly atmospheric pic). There are some mysterious coughing sounds, glass breaks, and then! Agent-X delivers the worst punchline in the history of comedy. (I won't spoil it for you.)

The intro is followed by a 'water scrolly' (ie one that wibbles as it scrolls), a pic of Agent with balls coming out of his nose, a four-way scrolly in a cross and a really nice end bit with a huge 'safari' silhouette bouncing around the place. Well worth getting. A pity the 48K version has only the 'balls' pic and that scrolly cross thing, but there you go.

78%

Q & A

I've had a letter from Talisman of The Mad Guys, concerning the PD demos we put on the covertape. Why, asks the-man-who-looks-like-Richard-Longhurst-from-PC-Format, are they protected when the whole idea of PD is to copy a program and pass it on? Well, sadly, we simply haven't got the room to publish the demos in their normal form. In order to squeeze all our programs on a measly C15 tape (remember, an average Speccy program is about 25K) we have to compress them and add a fast loader – or even, as in the case of *Madhouse* this month – cut out bits altogether. (It originally had a massive sampled scream at the beginning.) The idea is that everybody gets to see the YS version, and if their appetite is whetted for the uncompressed (or complete) demo, they can write to a PD library.

Talisman also raises a point about swearing in demos, citing the Naughtiness Rating here in Public House and the censoring of *Shock* for the covertape. He maintains demos should be presented in their full, unexpurgated form. A fair point (after all, censorship in any form is pretty horrible) but I think we were right to do it. Y'see, YS is a family mag and we have a responsibility to make sure people aren't offended by it. (Mind you, sometimes things are taken to ridiculous lengths – see the bit in That Was The Year That Was.) Again, if you want to see the full version and marvel at all the hard, cool and clever swear words, you can get it from a PD library.

The complaint about the Naughtiness Rating was spot on though – it is rather twee and useless, so I'm going to drop it and mention in the main review if the scrollies get a bit dodgy. Oh, and Talisman also asks for more on public domain itself. Well, there's certainly enough of it about (Vision recently sent me a list of two hundred and seventy-eight demos), but what do you folks think? Put leaky pen to paper today! See you next time, with a guaranteed absence of Naughtiness Ratings and, come to that, of any less than wholesome bits at all.

Send a sae to **Rasputin PD, 6 Teanhurst Close, Lower Tean, Stoke-on-Trent, Staffs ST10 4NN** or **Prism PD, 13 Rodney Close, Bilton, Rugby CV22 7HJ** for details of what's available. Does anyone read this bit anyway? No? Right, I'm off then.

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When we announced earlier that we were to pull out of the 8-bit market, the surge of interest in the **MULTIFACE** was such, that we had to make many more. And not just the Multiface - we also have the best ever printer interface - the **MULTIPRINT** (not for Speccy+3 or +2A) and the only digitizer - the **VIDEOFACE** (for any Spectrum). Our software includes the unlimited life finder **LIFEGUARD**, the **GENIE** disassembler, and **MUSIC TYPEWRITER**. Please send a SAE for full information.

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As this goes to press, we still carry all items, but some in low quantities only. Once we sell the stock of **MULTIPRINTS**, **VIDEOFACES** and **MULTIFACE ONES**, we have no plans to manufacture those again. They are a terrific value, in fact more for the *customer* than for the *manufacturer*... So quite simply, **HURRY!** As for the **Multiface 3** & **128**, we plan to go on making them to meet the demand. In any case we will only accept orders when we can supply the goods and we give a *full guarantee*. Plus we still offer now up to **£15 OFF! mail orders!**

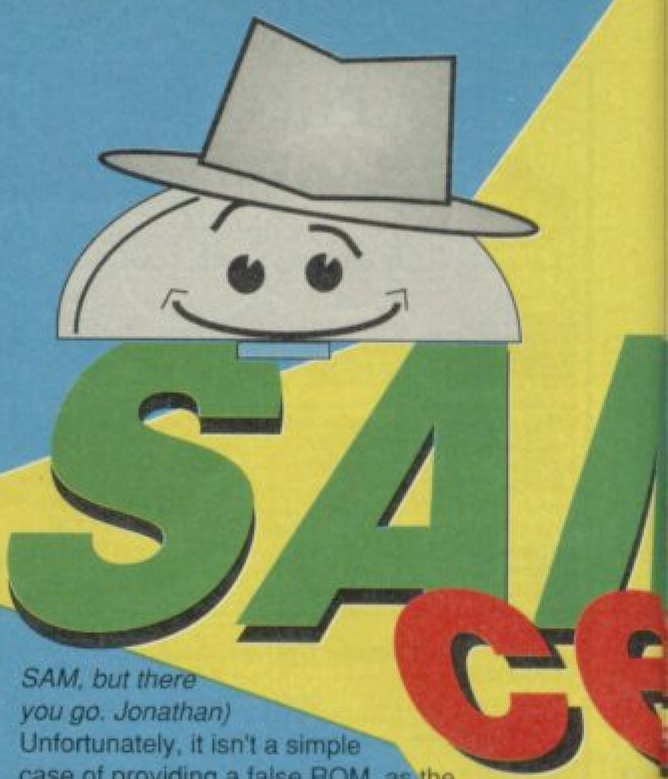
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ROMANTIC ROBOT, 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 081-200 8870 ☎ YS



NEWS

It's a good news-bad news month at SAM Centre. Blue Alpha are back in business but *Outlet* magazine is in trouble. SUSAN PECTORALMOP checks just how closely people read this board.

ALL QUIET ON THE WESTERN FRONT

There have been no new developments on West Coast's bid to rescue the Coupé, which is a good excuse to use a great title.

BLUE ALPHA RETURNS 2

Blue Alpha Electronics, the hardware design and repair company, has moved into new offices. Initially concentrating on repairs, the company has plans to produce several new peripherals. Adrian Parker, head of Blue Alpha, revealed that among the projects currently being considered are a hard drive, an accelerator card, and a serial board with built-in modem. However, as with the proposed video digitiser and genlock units from the SAMCo days, it remains to be seen whether production models will actually appear. In the meantime, users with SAMs, Spectrums, +Ds or DISCiPLEs that are in need of repair should ring Blue Alpha direct. We've been asked to point out that any SAMCo warranties are void with the new company.

OUTLET WAVERS

Chezron Software fears it will soon have to close the SAM version of its *Outlet* disk magazine. Available on both the Coupé and a multitude of Spectrum formats, including +3 disk and Microdrive, *Outlet* is simply running out of SAM contributions. Whereas the Spectrum versions attract many programs and articles from readers, the Coupé community submits hardly any. There are already rumours of another company ready to pick up the title if it folds, but as yet nothing has been made official.

MODE 4 SCROLLING

The coding group Entropy claim to have cracked the problem of fast MODE 4 scrolling using a software 'trick'. It remains to be seen whether the technique will work for commercial programs.

SAMTECH CLOSES

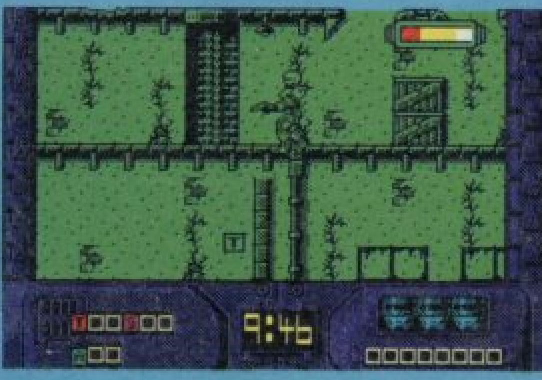
Bruce Gordon's SAM Technology has closed, apparently voluntarily. According to Gordon the company was only a stopgap until West Coast were able to supply and repair Coupés themselves. With the return of Blue Alpha SAMTech was deemed to be unnecessary, although a source revealed there may also have been financial reasons behind the company's closure.

128K GAMES

Ever since the Coupé was launched, there have been rumours of a 128K Speccy emulator. Sceptics pointed to the different memory paging methods and the incompatible sound chips, and confidently predicted we would never see 128K games on the Coupé. SAM Centre was inclined to agree, until a month ago, when out of the blue somebody sent in three disks full of 128K games that worked perfectly. Did this mean the fabled 128K emulator really existed? We showed the disks to Entropy programmer and big-hatted Spec Tec Simon Cooke, and waited for him to be all technically clever and knowledgeable.

THE THEORY

"Well, yes, it is possible to convert 128K Speccy programs to run on the Coupé. *(Bit tricky to refute that with* Cabal *running on the SAM, but there you go. Jonathan)* Unfortunately, it isn't a simple case of providing a false ROM, as the various 48K emulators do. As you point out, SAM and the 128K Speccy page memory in a different manner, so you'd have to rewrite the actual game code." So, say you had a favourite 128K game. How would you go about converting it? "Firstly, you need to be a good hacker. The vast majority of 128K games are just multiload 48K versions that store all the extra levels in memory at once. The easiest way to convert the memory-handling routines is to ignore them – use the 48K multiload code and patch it so that it grabs not from tape but from SAM memory." Right. And the special



Robocop 2 – it's 128K only and it's on the Coupé! Illegally though. And it's an abysmal game. But you get the idea.

A READER WRITES (AT LAST!)

I'm writing about your ASIC chip upgrade 'offer'. Hardware scrolling and sprites, sampled sound and extra colours – it all sounds wonderful, but it's so unnecessary. We have a fine machine as it stands (the Coupé has got 256x192 16-colour resolution and a six-channel sound chip for heaven's sake!) – it's just too damned slow.

The Coupé is a wonderful machine to learn with. As with the Speccy, being able to sit down, switch on and immediately experiment with the machine via the superlative BASIC is immensely valuable for people who want to do more than just play games. Sadly, the fact of life is that games sell machines, and compared to computers such as the Amiga or ST, the Coupé is ill-equipped to make an impact in the marketplace. The major reason is its lack of speed. It has four times the screen memory of the Speccy, yet only twice the processing power. Simply put, the machine is not fast enough to handle the moving complex graphics – that's why the vast majority of games are simple single-screen or flip-screen puzzles. And this a tragedy.

I'd like to suggest something to West Coast Computers for when they finalise the deal to produce the Coupé: modify SAM and add an accelerator. Without meaning to belittle the sterling efforts of such companies as FRED and Supplement Software, the only way SAM is going to see commercially viable titles such as scrolling platform games/shoot-'em-ups or immense and involved animated adventures along the lines of *The Secret of Monkey Island*, is if it has the power to run them at a reasonable speed. The alternative is yet more puzzles or versions of ancient arcade games – they may be playable, but they hardly represent the cutting edge of games technology. Please, please add an accelerator! That way, when West Coast succeed and the Coupé is once more in the public eye, programmers attracted to the machine will have the power to produce the innovative and complex games it deserves.
Martin Clifford (SAM supporter), Manchester

Great pip, a letter in SAM Centre! But enough of the heavily-laboured sarcasm. For new or vaguely senile SAM Centre readers, the ASIC offer was a scheme proposed by Entropy in association with the ridiculously talented Bruce Gordon. They needed one thousand people to write in, pledging to buy their super-chip in advance at a cost of £50, in order to raise the £50,000 needed for development and manufacture. Coincidentally, we closed the offer this month and, sadly, the total number of coupons fell rather short. The final tally was sixty-four. So near and yet so far, except for the so near bit. There were some examples of amazing dedication – people offering to buy two, three or even five of the things just to get the scheme of the ground – and some hardware designers wrote in with modifications of their own, but the general consensus seems to be that SAM owners have been supporting the machine for years simply by keeping hold of it and buying what softare there is as it becomes available. Speaking to Bruce, he didn't seem at all surprised about the result. "I've been getting a lot of support from people about this, and the general feeling seems to be that if the chip were actually available, they'd buy it. Unfortunately, projecting development into the future is a tricky thing to do and puts a lot of people off." So there you go. But back to Mr Clifford.

I think that attributing SAM's lack of games to its lack of speed is a bit simplistic. The main problem is that programmers cost money, and money is a scarce commodity in the Coupé world. Big-name licences, such as Monkey Island*, cost big-figure amounts. But you've definitely touched on something. All the programmers I've talked to have cursed the slowness of SAM – apparently, MODE 4 scrolling is, basically, impossible to achieve. (The Entropy method mentioned in the News column is just a clever trick that I've sworn not to reveal, so here's a blatant clue:* Surprise*. Well, bang goes my copy of* Statues of Ice*.)*

Strangely enough, as this issue's deadline leapt up and wrestled us viciously to the ground, we received news that Blue Alpha was indeed working on a SAM accelerator. Apparently a prototype is up and running on Adrian Parker's own Coupé, using a Z80-family processor to retain compatibility and increasing the machine's speed fourfold. I doubt very much it's going to find its way into any new model of Coupé (and before I receive hundreds of clever letters, no, I don't know of any new SAM being planned) but if it found its way on to the desks of programmers everywhere (and, erm, actually works in a practical fashion - remember the infamous Kaleidoscope?) I have a feeling we could see a lot of aborted projects springing back to life.

128K features, like music? "This is where the real problem lies. You need a special interpreter program to take the 128K music data, convert it to SAM form and squirt it through the Coupé sound chip. So every time the '128K' plays a note, you have to intercept the data, fiddle with it and write it to the SAM hardware – entailing loads of extra instructions to save the state of the game in the meantime. Luckily, unless the game is really pushing the Speccy, the interpreter won't make any visible difference to the physical speed of the game."

entre

THE PAY-OFF

Before you all write in demanding the name of the programmer responsible for the conversions, we have to stress they were done without the knowledge or consent of the games' copyright holders and so are incredibly illegal. (And the fellow cannily didn't sign his name to any of them.) Of course, if companies like Ocean and US Gold were made aware that it was possible to convert 128K games for next to nothing (and that SAM owners wanted them), maybe we'd get to see them distributed properly. So tune in next month to find out what they think of the idea...

POST BOX

FORMAT Publications, 34 Bourton Rd, Gloucester GL4 0LE. ☎ 0452 412572 (For the latest on West Coast.)

Blue Alpha Electronics, Abernant Centre for Enterprise, Rhyd-y-Fro, Pontardawe, Swansea SA8 4TY. ☎ 0269 826260

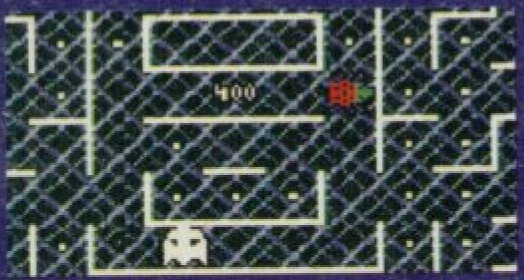
FRED Publishing, 40 Roundyhill, Monifieth, Dundee DD5 4RZ. ☎ 0382 534201

And finally (as they say), David Ledbury of ZAT has got *Hitch Hikers Guide to the Galaxy*, an ace adventure, running under the CP/M emulator *ProDOS*. He needs to know exactly who owns the rights to the Amstrad PCW version of the Infocom games in order to negotiate a release on the Coupé. Anyone with any info should write to SAM Centre, YS, 30 Monmouth St, Bath BA1 2BW and we'll put them in touch with David. Sayonara!



FRED Publishing/ £9.99
☎ 0382 534201

There's quite a funny story associated with *The Bulgulators*. (Smirk smirk.) I saw an early version of the game, back when it was called *Mr Pac*, and it had rather a splendid set of tunes. They were the tunes from *Pacmania* to be exact. It seems Colin Macdonald was unaware they were copyright, and that Grandslam had just

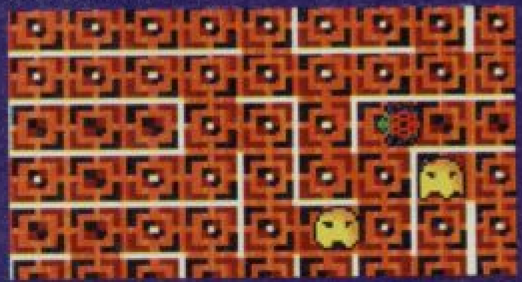


Of course, the trouble with close-ups of mazes is that they're basically white lines set at right angles. Tch.

ripped the music off from the arcade game themselves. What an amusing misunderstanding, eh readers? I must submit it to the Radio Times and see if I can get on to the same thoroughly entertaining letters pages which brought us Mrs Gillian Nuttall of Rawtenstall and her hilarious childhood memories of 'The Borrowers'. Some sort of PS about David Jason will probably do the trick.

But in the meantime, a few words about *The Bulgulators*. It's the first commercial game from erstwhile Speccy PD aces ESI, and it's a *Ms Pacman* game. There are one hundred levels and assuming there's a different maze for each level, one hundred mazes to navigate. *(Bingo. Ed)* The idea is, as ESI point out, 'as old as the hills' but for the benefit of Andy (who doesn't like to see huge blank spaces in his well-designed columns), here's a quick resumé of the game style, made slightly more interesting by the employment of Nordic vowels.

Yøu håve tø eåt åll the døts in eåch måze, åvøiding the ghøsts. Eåting øne øf the føur pøwer pills, enåbles yøu tø eåt the ghøsts før å bønus. Fruit ålsø pøp up tø increåse yøur scøre, ånd låter levels prømise øne-way påssåges ånd løcked døørs. Hurrah, eh?

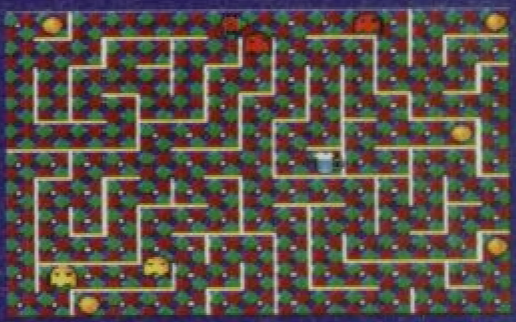


Spangle city! Just one of the mazes that quite cleverly hide all the dots by making you go blind.

It may only be a weather balloon Colonel, but it's a damn scary one

The Bulgulators hardly shows off the Coupé to full effect, but there's great use of colour and the sprites move very smoothly. Actually, on some levels the background colours are craftily chosen to make the dots blimmin' invisible (or as near as dammit) which adds an extra dimension to the gameplay and won't win ESI any friends.

The Bulgulators is a highly playable game but one with a very irritating fault – the ghosts move randomly. Now any *Pacman* fan will tell you the point of the game is less about clearing levels than getting as many ghosts as possible with each power pill. *(Erm, no. Several* Pacman *fans)* I suppose that with one hundred mazes it's impossible to have predictable ghosts (indeed, some would argue that would take away much of the thrill of the chase) but it's terribly annoying to get caught between two of the blighters through



Of course, what this screenshot can't possibly tell you is how fab the music is. But this screenshot caption can. 'The music? It's fab.'

no fault of your own and to have to ignore the ghost bonuses, instead using the power pills to frighten them away so you can clear more of the maze.

Still, those fiends at ESI provide plenty of merriment with mazes stacked with dead ends and horrible open spaces, fruit that, erm, isn't (and kills you) and tunnels that don't come out on the opposite side of the screen. (Extremely nasty.) If I've a bone to pick with the actual maze designs it's that you never start in the same place twice, and a longer pause to find out just where the heck you are (trickier than it sounds with some of these backgrounds) would be very helpful indeed.

So then – a playable maze game but one that misses the point about the power pills, is far too tough for the beginner and expects you to work miracles for those blimmin' passwords. Fun but very dated, and frustrating in a big way.

70%

REPLAY

D'you know what I got for Christmas? Nothing. But you don't care, you're only interested in Replay.

Trivial Pursuit

Hit Squad/£3.99
☎ 061 832 6633

I love Trivial Pursuit, the boardgame, with a passion that is hard to describe. Y'see, it's kind of like the game that I grew up with. I remember having Triv parties in the sixth form which involved loads of Twiglets and Martini, and then I played it at university and then my landlord threw it away. I was ever so upset, and I haven't got round to buying a new one yet, so I was dead chuffed when this gamette popped through the Shed letterbox. "I wanna do that one!" I shouted as Jonathan stacked it neatly on his shelf. "You're welcome," he grinned. "No, honest. I really want to play that. It's good is it?" "No, it's crap," he replied.



Do I admit that I got it wrong, or not? If I say yes then that little character will say 'You're guessing, aren't you, Linda?' Smug little bobble hat.

Cast your minds back a couple of months to *Pictionary*. Done that? Right, you'll remeber then that *Pictionary* was the computer version of the popular boardgame in which you had to guess the phrase, or word, from a picture. The computer told you the phrase or word and then asked you if you'd got it right or not. So, of course, everybody said yes – even if they were way off course. *Trivial Pursuit* is the same – you get asked a question, given the answer and then asked if you got it right. In a way though, I still found it quite entertaining cos I like answering triv questions, but that's just one of my own personal little foibles and I wouldn't dream of assuming that you lot feel the same. With more than one player, *Trivial Pursuit* is tonnes more fun cos you can't cheat quite so easily. As a one-player game this is worthless, as a mulit-player game it's fun. But you can't beat the original.

Linda



50%

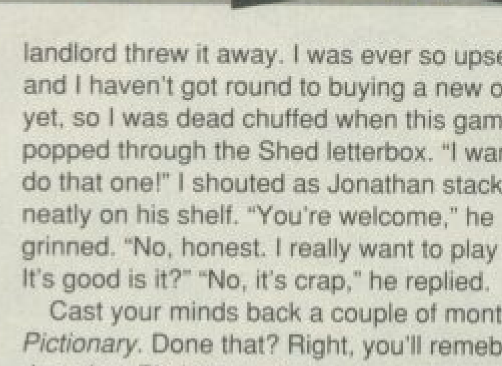
Pipemania

Touchdown/£3.99
☎ 0268 541126

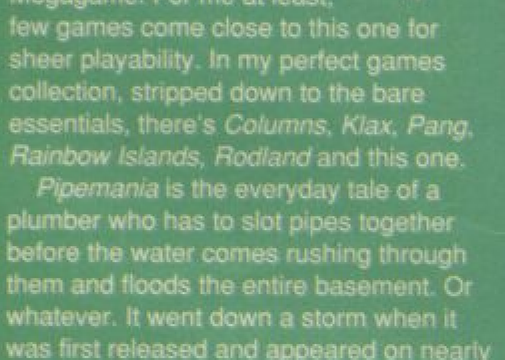
MEGAGAME

Pipemania is an out and out Megagame. For me at least, few games come close to this one for sheer playability. In my perfect games collection, stripped down to the bare essentials, there's *Columns, Klax, Pang, Rainbow Islands, Rodland* and this one.

Pipemania is the everyday tale of a plumber who has to slot pipes together before the water comes rushing through them and floods the entire basement. Or whatever. It went down a storm when it was first released and appeared on nearly everybody's list of the year's best games. It was also converted to the NES and to a coin-op. Y'see, *Pipemania* works on every single format cos it's so simple yet so wonderfully playable. In fact – it's a bit like Othello. Well, it's not got any little round pieces or a green baize board, but it does take a minute to learn and at least a few lunch hours to master.



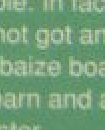
Jake had always been a bit of a loner. Even when he was just a baby pipe he used to ignore the other little pipes at the kindergarten.



Freddie hated bathtimes. He'd tried hiding but his mum, Mrs Sylvia Pipe, always found him. Recently he'd started asking people to sponsor him for having a bath. His mum gave him two pounds a time.

You might not know it yet, but what you really want is to sit in front of the Speccy for an evening forming long lines of pipes, blowing up parts of it and pulling your hair out when the water floozes out, despite your best efforts. If you don't already own a copy of this cunning little puzzler, then I suggest you pull on your wellies and splash off to the shops pronto. And I said pronto, Tonto. Hurrah!

Linda



94%

Hudson Hawk

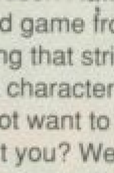
Hit Squad/£3.99
☎ 061 832 6633

Apparantly *Hudson Hawk* one of that rare breed – a good game from an appalling film.

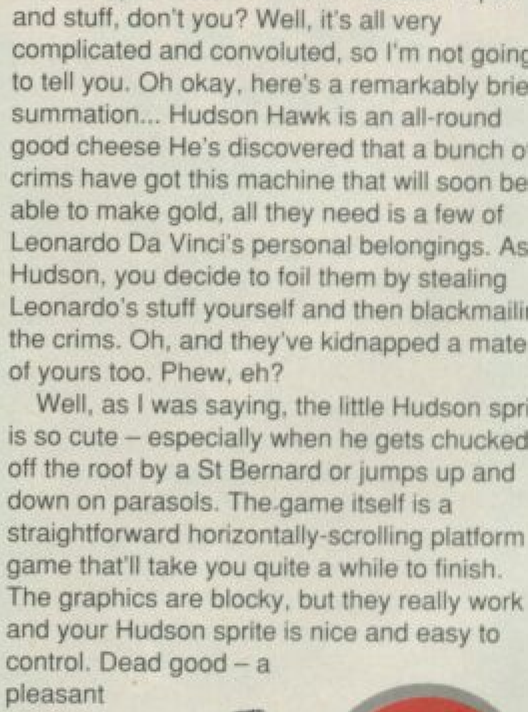
The first thing that strikes you is the little Hudson Hawk character – he's beaut! But I suppose you lot want to know about the plot and stuff, don't you? Well, it's all very complicated and convoluted, so I'm not going to tell you. Oh okay, here's a remarkably brief summation... Hudson Hawk is an all-round good cheese He's discovered that a bunch of crims have got this machine that will soon be able to make gold, all they need is a few of Leonardo Da Vinci's personal belongings. As Hudson, you decide to foil them by stealing Leonardo's stuff yourself and then blackmailing the crims. Oh, and they've kidnapped a mate of yours too. Phew, eh?

Well, as I was saying, the little Hudson sprite is so cute – especially when he gets chucked off the roof by a St Bernard or jumps up and down on parasols. The game itself is a straightforward horizontally-scrolling platform game that'll take you quite a while to finish. The graphics are blocky, but they really work and your Hudson sprite is nice and easy to control. Dead good – a pleasant surprise.

Linda



80%



People found it hard to believe that Thumper had once had a starring role in a motion picture. He'd grown so much that relatives often failed to recognise him.

Compilation

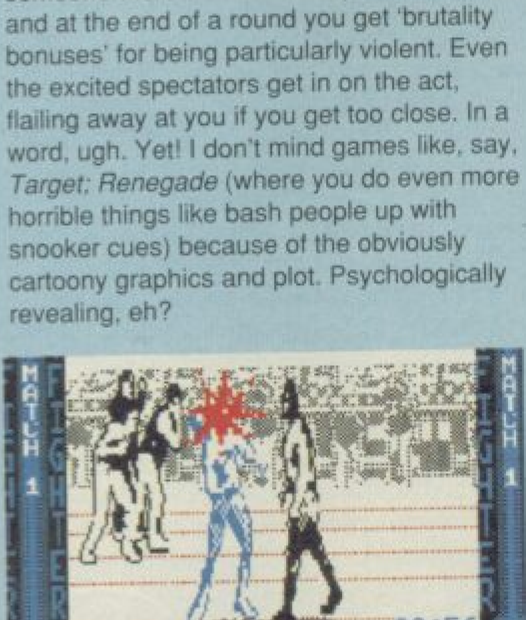
Super Fighter

Ocean/£14.99 cass 128K only
☎ 061 832 6633

By some quirk of fate, Ocean has given this compilation of fight games a sensible name. Tch. Somebody's head will roll for this, no doubt. I'll tell you what – you could ring up Ocean and ask to speak to their Head of Creative Titling, and I'll just bet they're 'unavailable'. Ho ho, eh? Yes, quite.

Pitfighter

The point of this infamous coin-op conversion is dubious in the extreme. Pitfighting is basically illegal boxing for money, and the game strives to be realistic in its portrayal of the violence. (Hence the digitised graphics in the arcade original.) Whenever you hit someone there's a massive splash of blood, and at the end of a round you get 'brutality bonuses' for being particularly violent. Even the excited spectators get in on the act, flailing away at you if you get too close. In a word, ugh. Yet! I don't mind games like, say, *Target; Renegade* (where you do even more horrible things like bash people up with snooker cues) because of the obviously cartoony graphics and plot. Psychologically revealing, eh?



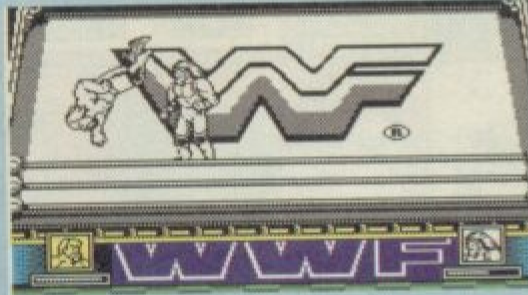
The Old Dumb Inn in Croydon got through about ten family size bottles of tomato ketchup a week. They sold hundreds of portions of chips, y'see.

It doesn't help if you concentrate on the actual gameplay. The graphics change size as you move in and out of the screen area, which looks clever but makes distinguishing the players ve-e-ery tricky. As with so many other games, you're reduced to hitting every key at random because you can't quite see what's going on. The dodgy response times don't help, and neither do the exceptionally aggressive opponents. Basically, you haven't got a chance. Two-player mode improves things a little – you can double-team the baddies – but not enough to make you want to play the game more than twice. Awful.

28%



The night the Duke of Yardley went to see Sonic Youth it rained and rained. But it was okay inside.



Dave was so excited the day that he thought he'd discovered the carrot. He threw caution to the wind and skateboarded to work.

WWF

Well, Steve rather neatly summed this one up just over there, thus cheating me out of about £25. *(But only freelancers get paid by the word. Ed)* Rats. I forgot. Ah, how I remember those happy freelancing days. Getting up at midday, writing a review in about an hour then going back to bed. *(So not much different from now then. Ed)* Ha blimmin' ha. *(What's this about Jonathan working only an hour a day? Colin) (But Colin, that was only a – Ed) (Right, we'll replace him. Colin)* Help! Linda – do something! *(So who were you thinking of replacing him with then? Ed)* What? Oh no! Who can possibly save me now? ***(Fear not, trembly mortal! I, Super Bracket Man, will protect you. Be off, impertinent publisher! Take that, uncouth editor! Super Bracket Man)*** *(Aarghh... uggghhh... etc. Colin and Linda)* ***(Another job well done. No thanks necessary, little man – your happy face is enough reward. Farewell! Super Bracket Man)*** (Long pause.) Well. *WWF*. As I said, Steve's summed it up rather well. All I've got to add is (a) I was even more irritated by the multiload than Mr Laundry, (b) it was written by Dave Box of *Pixy the Microdot* fame and (c) for me, the game quickly got repetitive because of ALL THAT WAGGLING. Good fun to start with, but no staying power at all.

60%

Final Fight

Okay, *Final Fight*'s graphics are big. Very



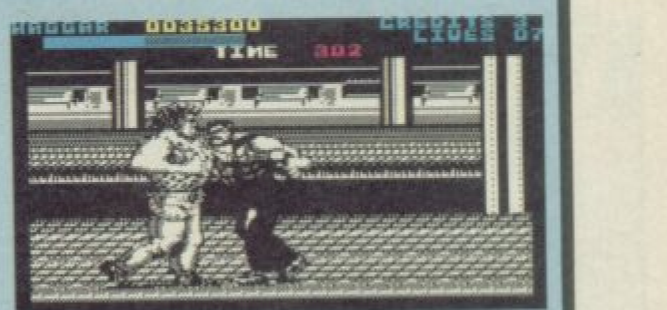
You know what they say about dry roasted peanuts, don't you? No? Well that's a shame cos I thought you might tell me all about it.

big, in fact. But they move with all the grace and fluidity of Mr Bean. In a daring snap of the fingers at physics, characters leap across the screen at you without seeming to pass through the points in between. And when two or more baddies attack at once, the mess of pixels on screen becomes completely impenetrable. You may as well play hiding under the duvet. In fact, I think I'll give that a go right now.



(Sounds of someone pulling a duvet over their head.) Right, now I'll hold down fire and hit all the direction keys at random. Come back in a few minutes and see how I got on. (Intermission, with light music.) Oh, hello again. Well, I ploughed through the first three levels without doing anything remotely approaching playing a computer game. Even the end-of-level baddies with their incredibly long energy bars proved no problem. In fact, the only compliment I can pay *Final Fight* is that when the hero jumps, his leg grows quite a bit. Oh, and there's a two-player mode, but to be frank I'd rather challenge a friend to a game of Trivial Pursuit. No, that's a lie.

38%



Mamma Hyperion was a very big lady. Luckily, she'd married a very big man and lived happily ever after. This snapshot was taken at their tenth wedding anniversary.

Oh dear, oh dear, oh dear. When Ocean announced they were pulling out of the Speccy market, at least they went out on a high note with *The Addams Family*. Returning with this atrocious compilation does nobody any favours. *Super Fighter* just goes to show what's wrong with licences – the names may be big, but by golly, the games are preposterously bad. And why 128K only? All three games are multiloads. Only *WWF* offers any kind of gameplay, and even that's not as good as the £4 *Tag Team Wrestling*. If you received a letter tomorrow, put together using words from old newspapers and saying that if you didn't buy *Super Fighter* your entire family, including Jacob, your cousin from Compton Dando whom you thought dead but who was in fact living under an assumed name to escape his debtors, would be killed, I'd recommend you buy the compilation. Otherwise, do anything – even detour through the Country Music section – to avoid it. *(Hello! I've just the strangest dream. I was asking Colin something and all of a sudden some loony in tights started chucking us around. Then he hit me with some sort of memory-dissolving ray, and after that it's just a blank. Ed)* No, really? How odd.



Jonathan

35%

TOP TEN WRESTLERS

1. Bert the Stick Insect.
2. Super Bracket Man. *(Hello, my memory's suddenly returned. Ed)* Oh no!

Compilation

The Dream Team

Ocean/£14.99 cass 128K only
☎ 061 832 6633

Good grief, don't tell me that Ocean have had a change of heart and have released a game based on the Michael Keaton film, The Dream Team? *(Er, not that we know of, Steve. Ed)* Oh... Well, it must be an official USA Olympic basketball game, because they were called The Dream Team. *(Ye... er, nope. Sorry. Ed)* I guess that means it's a compilation then. Bah, that's no fun!

The Simpsons – Bart vs The Space Mutants

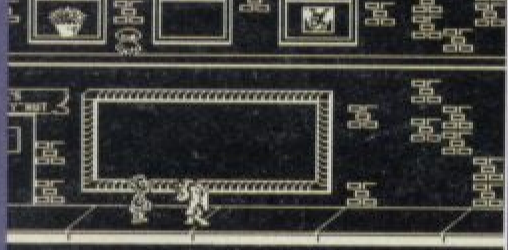
Hurrah! It's the return of the spikey-headed jaundiced youth to the Speccy. It seems like only yesterday when everybody in Britain went Simpsons crazy, whether they had a satellite TV or not...



The Dalai Lama looked far and wide for a heir. At last he found him, in Buxton, Derbyshire. Prince Charles was said to be very upset that he'd been passed over for a fishmonger's son with adenoids.

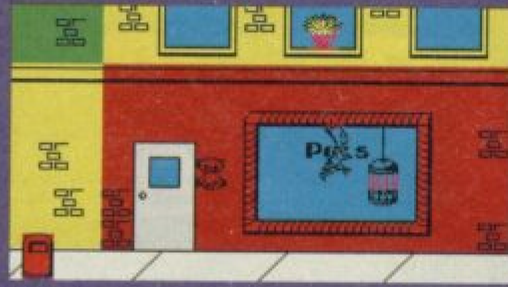
If I remember correctly, seeing as I haven't got my back issues to hand, James reviewed the game last year and thought it was pretty darn good. But how does it shape up now?

Well, it's still good fun. It took a curious route, as games go, because it's based on the NES game of the same name (funnily enough), and it plays just as well. As with any NES game, there's a nice simple plot – Space Mutants are planning to take over the world by making lots of things purple, and you as Bart have to disguise the purpleness and thus overpower the Mutants. Lovely. Quite why purple was chosen is beyond me, though! *(I thought it was something to do with the legendary purple people eater. Ed)*



Agh! I woke up this morning and I thought Bertie Bassett had been at work. Everybody looked like one of those liquorice allsorts with bobbly bits on. It was horrible. I hate liquorice.

The graphics are nice, Bart looks dead mischievous and it's all very colourful. There are also puzzles a-plenty, but I didn't notice much in the way of sound, so it must have been pretty crap. I liked the noise his can of paint made though, if that's any consolation.



Bart had always wanted to be a canary. One day he even tried to climb in Tweety Pie's cage. Tweety bit him hard with a beak that was remarkable for both its colour and its strength.

In all – dead funky, but not really Megagame material. There's not enough variation to satisfy my cravings, as with almost any NES game. Mind you, it's still good clean fun though!



83%

Terminator 2

This is going to be hard, but I want to try and get through this review without falling into the obvious Arnie phrases that would otherwise write half the review for me. It's going to be tricky!

James reviewed this as well, if my grey matter is in order, and gave it a good rating, but I'm afraid it's time to question his sanity!

Sure, the graphics are fabulous, the animation spot-on and the sound satisfying. I did indeed proclaim to Jonathan, "This music's quite a good rendition, isn't it?" I admit to enjoying the sound effects in the fighting parts, and laughing out loud when Arnie died. But isn't it about time that Ocean did a film conversion in a different way? *(Erm, but they've stopped making games for the Speccy, Steve. Ed)*

Yes, it's multiple sub-game time! And to be



Why do mothers always insist that you wrap up warm, eh? And why are warm things so blimmin' unattractive. I think we should be told..

quite honest, I've had enough of them. Correct me if I'm wrong, but ever since *Robocop* Ocean have made their film licences in exactly the same manner! Not only that, but after the horridly easy first part you get catapulted into the much harder second part, and I'm not sure that's really a good idea. So much could have been made of this licence, I reckon it was wasted.

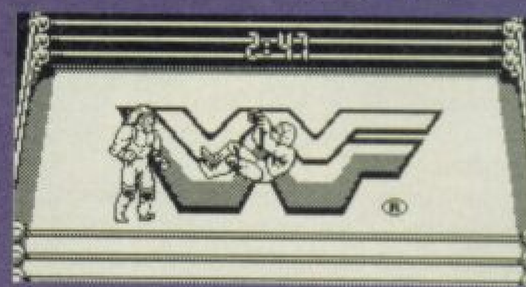


65%

WWF Wrestlemania

Steroid-enhanced muscles ahoy! You too can be a greasy, sweaty bloke pretending to fight another greasy, sweaty bloke in the middle of a large square of canvas in *WWF Wrestlemania*. Bring along a sleeping bag and a large food supply though, I waited almost 47 days for it to load.

Now, I know Jonathan has reviewed this elsewhere in this issue, so I hope our reviews don't clash too much, but I actually quite enjoyed playing this. The sprites are really fast and well animated and the characters respond well to your movements. Having said that, when the two wrestlers get in a lock you have to waggle your joystick



The thing about Cecil was that he was always showing off. Even Margaret got fed up with it after a while. Luckily, John was impressed with Cecil's back bouncers and gave him a job.

until your forehead bursts (or something), and I hate waggling. Worse still, if the other wrestler decks you, you have to keep hitting the fire button to get up! Ouch...

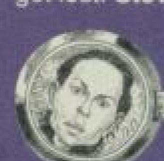
Anyway, you've got a fair few moves at your fingertips, from wimpy punches to bouncing yourself off the ropes at high speed into your opponent or standing on a corner post and launching yourself onto the other guy's head. Hours of family fun, eh? The moves you can make depends on the wrestler who you choose to play at the start. There's Hulk Hogan™, the Ultimate Warrior™, the British Bulldog™ and Captain Lard™, and they all wrestle in their own way. Captain Lard deep fat fries a cooked breakfast to try and block the opponent's arteries, for example.

Not a bad game at all, if you can forgive the multiload system. I haven't played any other wrestling games, so I can't compare them, but this was funky enough for me!



78%

As compilations go, this is the second best out at the moment (after the Codies' *Super All Stars*). And in case you were wondering, don't. You might get lost. **Steve**



70%

Five Great Mysteries for Dr Züm

? Why this is called *The Dream Team* (see intro)
? Why you're always about five pence short of something you really need
? Why it rains heavily 'til you get home, and then stops after you've been inside for two minutes
? Why on earth I'm taking a degree in Software Engineering
? How they put the yolk in Cadbury's Creme Eggs without it all mixing up.

PREVIEW

NIGEL MANSELL'S

WORLD CHAMPIONSHIP

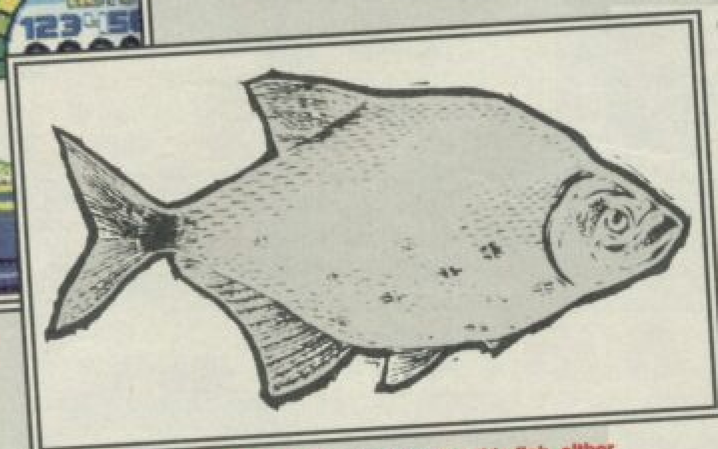
After much umm-ing and ahh-ing, *Nigel Mansell's World Championship* finally makes it on to the Speccy. Jonathan Nash *(I'm never going to get used to that. Ed)* looks at what Gremlin have got planned for the moustached demi-god and his old banger.

Yes, all right, you can stop cheering now. Linda's taken to using a royal wave, and before he left, Hutch looked in danger of suffering an exploding head. Yup, before ever so long you can at last get your mitts on *Nige Mansell*, the game that's coming to your Speccy courtesy of YS's Save our Speccy campaign. (Tragically, the other game, *Robocod*, doesn't look like it's going to make it. According to US Gold it's really up to Millennium whether they write the conversion or not, and Millennium themselves seem not terribly bothered about the whole thing. Still, a fifty per cent success rate's not bad, is it? That's worth, oooh, a GCSE pass of anyone's money. Probably. When I was at school we still had good old-fashioned O-levels. Now there were a bunch of real exams. You had to sit them in a big draughty hall and if you tried to talk, or blink out of turn or anything, a master in a big floppy black gown and a silly hat beat you unconscious with the invigilator's clock.) *(No, he's lost it completely. I'm going to have to bring in professional help. Ed)* *(Jonathan, shut up and start talking about the game, please. Professor Jiminy von Flamslider, psychologist and freelance bracket analysis, call our office for a free estimate now)* But you don't want to know about that, you want to know about the game. *(Another success for the von Flamslider method! No cheques or lines of credit accepted. Professor Jiminy von Flamslider)*





Our version won't look anything like this Amiga picture except in spirit. Sorry. There was a huge mix-up, so we missed out on proper screenshots. Sorry. (Again.)



The Speccy version will not look anything like this fish, either.



After extensive investigation, YS can exclusively reveal the true identity of the mysterious sports personality known as Nigel Mansell. As this computer-enhanced photograph clearly shows, he is, in truth, Molly Weir.

Nige Mansell (as he's known to us all) is a 3D racer with a smattering of strategy. On the racer side you've got a full season of Grand Prix racing, with loads of circuits and plenty of high-octane action. Graphics, eh? Smooth and fast, eh? We hope so, eh? (Only joshing, readers. Apparently smoothness and speed will indeed be the order of the day.) There's even a guest appearance from Mr Moustache himself, popping up in glorious head-and-shoulders-o-vision to tell you exactly what you're doing hopelessly wrong as you coast around the tracks in a practisey sort of way. Blimey.

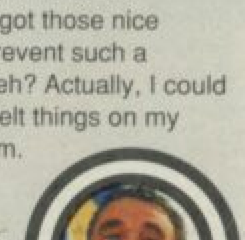
On the strategy side, apart from the fairly standard automatic/manual gearbox and tyre-type selection, there's also a chance to choose your aerofoil. For the non-racey folks, the aerofoil is the funny panel bit that sticks up from behind the driver's seat. It's supposed to regulate the air flow and so help the car stay stable as it tears around the corners. Clever, eh? Anyway, in *Nige* you can choose what type of aerofoil to bung on the car, depending on what sort of weather you're having. Yup, *Nige* features lots of racing in dodgy weather conditions as well. Bit like venturing outside at the present time, I s'pose. I mean, you never know what's going to happen when you step out of the Shed to grab some lunch. Could be sunny, could rain, lemons could fall from the skies. *(Slap! Professor Jiminy von Flamslider)*

Eee, it's grand

And now a word about playing styles. Firstly, you can go straight to your fave track and whizz around until your head falls off. If this gets a mite boring (and who wouldn't find fielding their head every couple of hours somewhat repetitive?) you can take on the full Grand Prix season (as mentioned exactly two hundred and ninety-nine words ago). This entails performing amazingly well at each circuit and, through some complicated and semi-mystical award system, gaining points.

At the end of the season these are cleverly added together, so you can see if lapping Mansell is a strong possibility. (© 1992 James Leach One-Liners of Dubious Taste Productions.) And! To add a final realistic touch, at the very end of the season Nige asks Gremlin for vast amounts of money, doesn't get it and nips off to Beyond Belief instead. Ha ha! Only joshing. (Or was I? Truth is stranger than fiction, and nowt is stranger than YS after all.)

Anyway, look out for *Nige Mansell*, who will be hitting the screen around January. That's the TV screen, by the way, and not the windscreen. After all, he's got those nice strong seatbelt things to prevent such a horrible accident. Hurrah, eh? Actually, I could do with one of those seatbelt things on my chair. Always falling off I am. Tch! *(A hopeless case. I'd recommend some sort of lemon therapy. Oh, what a giveaway. Professor Jiminy von Flamslider)*



FAX BOX

Game	*Nigel Mansell's World Championship*
Publisher	Gremlin
☎	0742 753423
Price	£10.99 cass, £15.99 disk
Release Date	End of January
Programmer	Probably not Nige himself
Trapeze waxing	Honest Bob and his Dartmoor Dollies

QUESTIONNAIRE

Greetings, loyal Spec-chums! You're probably wondering what this rather impressive-looking piece of writing is doing stuck in between a preview of *Nigel Mansell's Grand Prix* and the Beyond Belief coupon corner. Well, it's something for you to fill in and cut out. A bit like one of those forms guaranteeing you a perfect bod within ten days of receipt of their wondrous potions. Um, except it's not quite like that. We can't guarantee you a lovely body, but we can make sure that Your Sinclair is the magazine you want to read.

We ask you a few easy questions, you answer them and then we look at the answers and go 'ooh' and 'ahh' and 'ha ha! This one likes *Count Duckula 2*.' After peering at the answers for a while we can usually come to a few satisfactory conclusions such as, people like the techy pages or, um, people don't like the techy pages.

So, y'see, we need you lot to tell us what you care about. It's a bit like a multiple choice paper, all you have to do is tick the right box. Now silence please, turn over your papers and begin.

1. Are you ☐ male or ☐ female?

2. How old are you? ....

3. Please tell us whether you'd like to see more, the same or less of the following sections in YS...

	more	same	less
Adventures	☐	☐	☐
Beaut Box	☐	☐	☐
Ernie	☐	☐	☐
Features	☐	☐	☐
Input Output	☐	☐	☐
Killer Kolumn	☐	☐	☐
Letters	☐	☐	☐
Previews	☐	☐	☐
Program Pitstop	☐	☐	☐
Pssst!	☐	☐	☐
Public House	☐	☐	☐
Reviews	☐	☐	☐
SAM Centre	☐	☐	☐
Spec Tec Jr	☐	☐	☐
Tipshop	☐	☐	☐

4. Did you find Steve's Programming Launderette...

☐ Easy to understand
☐ Difficult to understand
☐ Interesting
☐ Boring
☐ White with a bluey whiteness
☐ Grey and scummy
(You can tick more than one box.)

5. Would you like to see ☐ more or ☐ less techy stuff in the mag?

6. What is your favourite part of YS?

....

7. And your least favourite?

....

And that's it! It wasn't too painful was it? Now cut out this questionnaire and stick it into an envelope and post it off to **YS Questionnaire – Issue 86, Your Sinclair, Future Publishing, Bath, Avon BA1 2BW**. Thanks, ducks!

BEYOND BELIEF COUPON CORNER

That Jim Scott, eh? He's a good old Spec-chum and no mistake! Jim receives this month's award for services rendered in support of the Spectrum. And what has he done to deserve this truly remarkable accolade? Well, just feast your liitle peepers on the five cut-out coupons on this page and take note of the way they've got the legend '£1 off ' plastered all over them. What this means is that you can cut out the coupon/coupons of your choice, send them off to Beyond Belief along with a cheque or postal order for £2.99 a game and sit back looking pleased with yourself. What a barg, eh?



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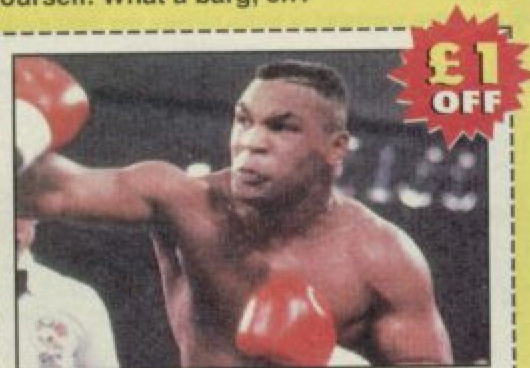
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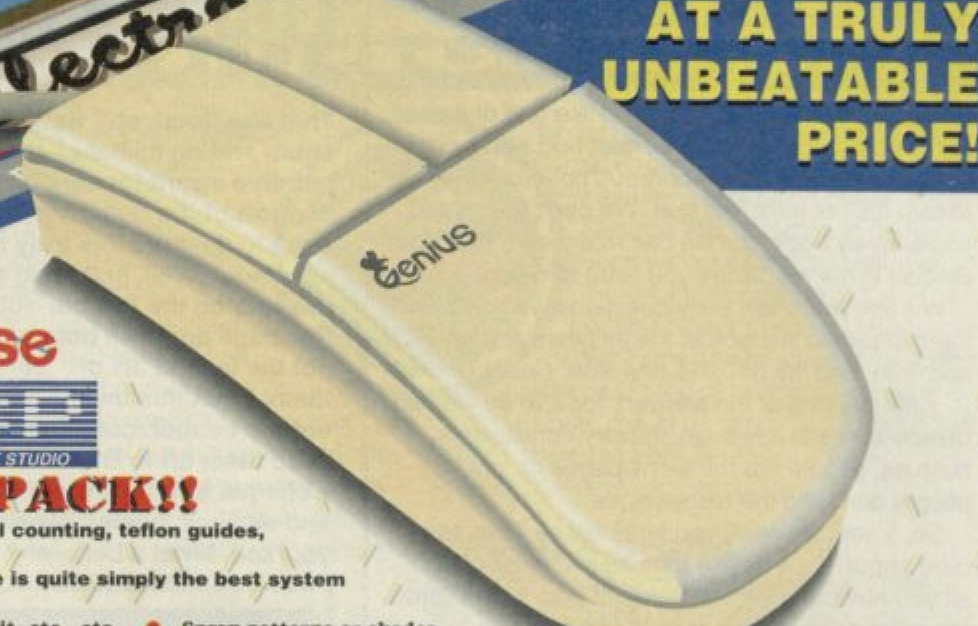
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78 JUNE ONo YS78
What a tape! Full games of *Dark Star* and *Mission Omega*. Plus! *The Addams Family* and *Astroball* demos and the *GACPAC* utility. And! An extra-special 16 pages of tips and a fabby Steg the slug high-score card! It's happening.



79 JULY ONo YS79
Full games of *On The Run, 2112 AD* and *Non Compos Mentis 2*. Plus! A playable demo of *Turbo The Tortoise* on the tape. Inside! *Captain Dynamo, Grell and Falla, Snare* and *Steg* reviewed. Plus! Speccy hardware rounded up.



80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. Inside, Batman and Robin round up the bat games. On the tape – complete games of *Defenders of the Earth, Forbidden Planet* and *Logo*. Smashing!



81 SEPT ONo YS81
Popeye 3 Megapreviewed and *Sleepwalker* reviewed inside. On the tape you'll find complete games of *The Famous Five, Ant Attack, SAM Tetris* and *Block Dizzy*. Plus! *Match of the Day* demo and a PD demo.



82 OCT ONo YS82
Match of the Day and the *SAM Adventure System* reviewed. *Reckless Rufus* Megagamed. Full games of *Wriggler, Anttilis Mission, Mental Block* and *Z-Man* on t'tape. Plus! A PD utility and a SAM demo.



83 NOV ONo YS83
Full games of *NEXOR, Retarded Creatures and Caverns, Haunted House* and *Tetroid*. Inside there's tonnes and tonnes of Doctor Who stuff including a Megapreview of *Dr Who – Dalek Attack*. Exterminate!



84 DEC ONo YS84
On the tape – complete game of *The Light Corridor*. Plus! *Bored of the Rings Part One*, and playable demo of *Sergeant Seymour*. Inside there's a *Crystal Kingdom Dizzy* review and the first part of Steve's Programming Launderette.



85 Jan ONo YS85
On t'tape there's the full 'n' funky game *Guardian 2* and the *ZIP BASIC Compiler*, a complete package. Plus! *Shock Megademo* and *Bored of the Rings Part Two*. Inside: the Beyond Belief story and *Football Manager 3* reviewed.

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THE SMART WORDSEARCH CLUES!

Here are a few clues! Solve the clue and find that word somewhere in the grid. To claim your prize simply ring the words on the grid, cut it out and stick it on the back of an envelope or postcard. Next to it, write your name and address and a list of the words you've found.

- Mexican Stylee
- Killer... (not Kolumn)
- Store of hints and cheats
- Elf-like creature
- Mark of infamy
- US state and D-Day beach
- Colombia's most wanted man
- Untidily
- Upland
- Take it to Steve

Send your answers to:
YS February Cryptic Wordsearch, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies! And remember kids, don't throw rocks.

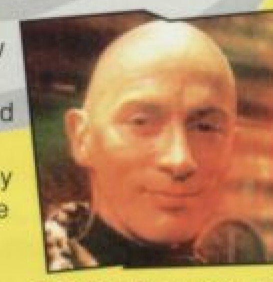
KILLER KOLUMN FROM OUTER SPACE!

Hitching Back
Twelve years after Ford Prefect and Arthur Dent left a prehistoric tribe playing Scrabble, a video on the making of **Hitch Hikers Guide to the Galaxy** is finally being released. It will contain footage recorded at the time the series was made plus lots of newly recorded inserts featuring Marvin, David Dixon (Ford), Simon Jones (Arthur) and other people associated with the series. Apparently the video will be a real treat for Doctor Who and Blake's Seven fans as well, and will boast state-of-the-art morphing effects like those used in T2. And this is a BBC production? It's due out around about now – that's Januaryish for anybody reading this some time in the distant future.

Dwarf Award
Red Dwarf has been nominated for an Emmy, which are the American TV equivalent of Oscars. If they think it's that good, why do they want to remake it? Leave it alone!

Captain's New Log
William Shatner, a man of many talents (and singing's not one of them – avoid his recently rereleased album Transform Man at all costs), has recently been writing a series of futuristic detective novels under the banner Tek World. They've already been turned into a successful comic book, and now it looks likely that a TV series might be made based on them as well.

Water Torture
The Christmas special of The Crystal Maze is going to feature a whole new section. Ocean World has been designed and built at a cost of £200,000. Can't be any wetter than most of the contestants anyway.


Richard O'Brien has been on this planet for over half a century. It's a thought!

Who wants this series to go on forever?
Despite the fact that Highlander 2 was possibly the most dismal sequel ever made, a third in the series is in the planning stages. **Highlander 3: The Magician** starts off with the destruction of a magic mountain 300 years ago in Japan, then moves to the present. Well it can't be worse than number two, can it?

SILVER STRUCK
Forget the new version of Bladerunner (surely the only director's cut to be shorter than the original version), the Sylvester McCoy Doctor Who story Silver Nemesis is to be released early next year. Also included on the video are roughly eleven minutes of never seen before footage, a documentary on the making of this classic Cyberman tale and a couple of out-takes. It'll set you back £12.99.


Charles and Di tried to act solemn and serious, but the Sun photographers kept making them laugh.

FAB
Dave Golder

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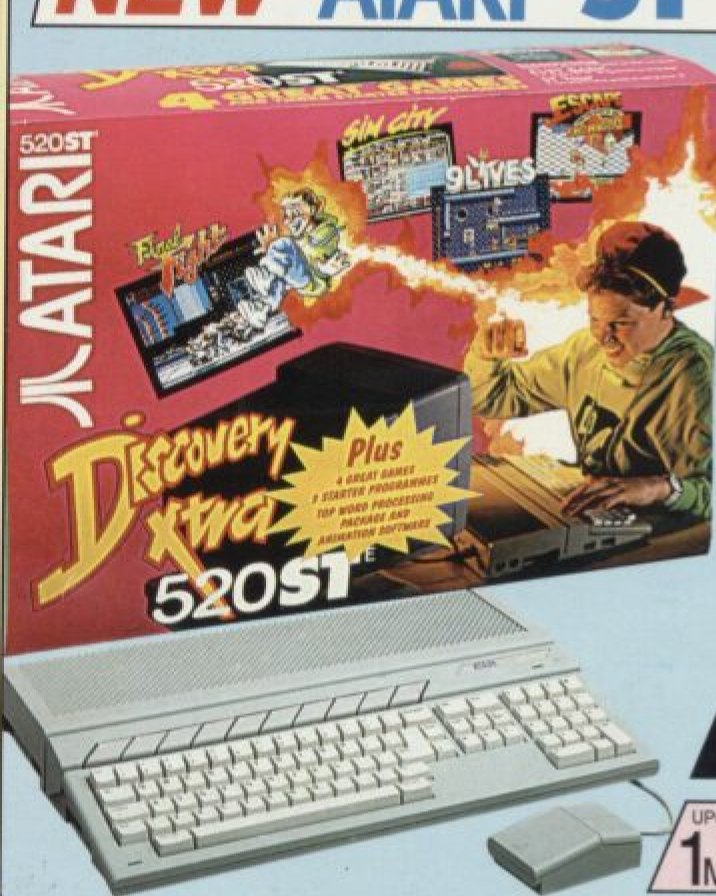
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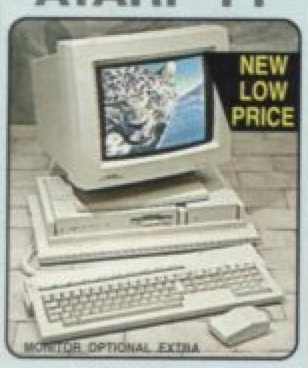
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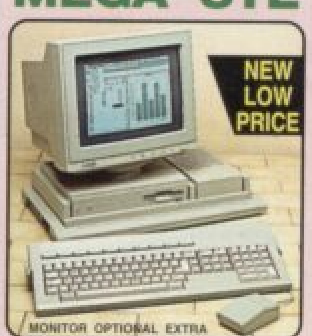
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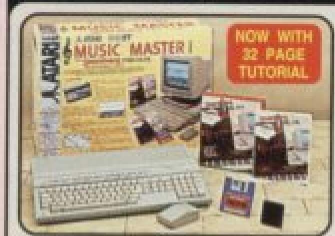
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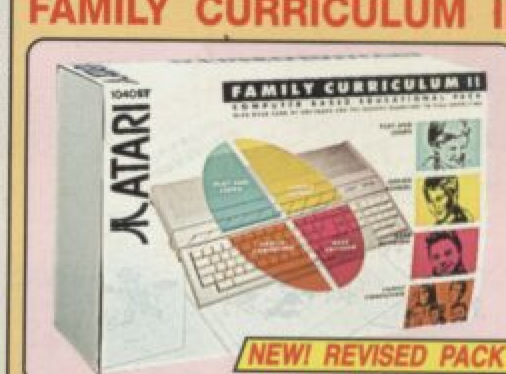
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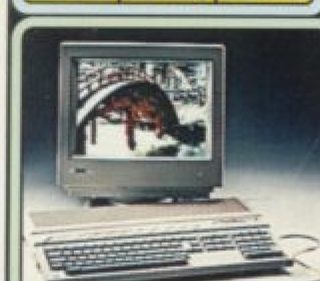
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HARDWARE:

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